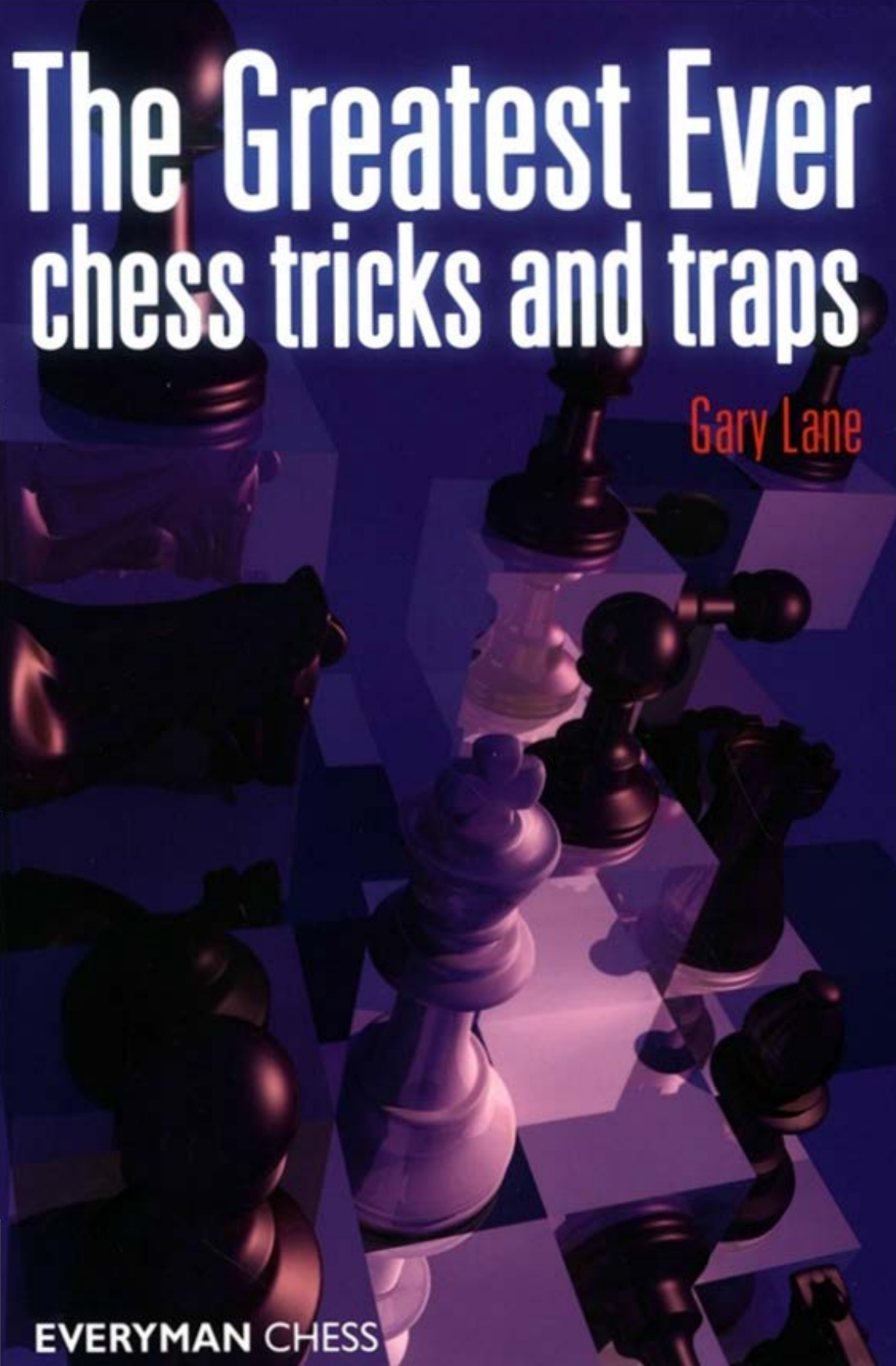
The Greatest Ever chess tricks and traps

Gary Lane



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Dedication

For Mum, thanks for everything.

Acknowledgements

Thanks to François Mertens and Edward Winter for providing material for this book.

Introduction

This collection of opening tricks and traps is designed to be a guide to winning chess. I have tried to find ways to win quickly in the opening, usually within the first ten moves to make sure that the opponent has a chance to go wrong. These will be ideal for people who wish to improve by discovering the pitfalls and traps in various opening systems. The games include a wealth of practical tips, anecdotes, and hints on how to improve.

I have made sure in the vast majority of games that good players have suffered losses in the lines given. This is because if experienced tournament campaigners fall victim to the tactics then just about anyone else will too. I also found it important to choose lines that, should the trap be spotted, one can carry on without fear of having a worse position. Indeed, I have occasionally added a game or two to help create a mini opening repertoire for those who wish to play and win.

Finally, I have added a section on *Classic Attacks* to make sure that improving players are aware of some common, winning ideas and how to apply them.

A Shortcut to Success

I have included a number of my favourite traps because they keep on winning games. The assumption is that the reader may not be familiar with some old favourites – ones that are well known to someone who has played chess all his life, but certainly not to those new to the game. It is in effect a shortcut to success by acquiring a vast amount of knowledge about traps.

This became clear recently at a national junior event where my pupil won a piece in the opening. I consoled the opponent afterwards by pointing out that it came from the game Petrosian-Ree, Wijk aan Zee 1971. The teenager carefully replied: "I wasn't even born then and I am not sure if my dad was as well." This is the reason why it is worth knowing some key tricks and traps that masters take for granted.

Just for the record this is the position I was referring to:

□ T.V.Petrosian ■ H.Ree

Wijk aan Zee 1971

---

1 c4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 g3 Bb4 5 Nd5 Nxd5 6 cxd5 e4? 7 dxc6 exf3 8 Qb3! 1-0 (Diagram 1)

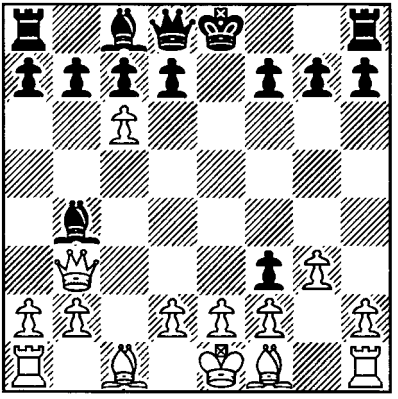

Diagram 1 (B)

White's last move wins a piece: if the b4-bishop moves away then 9 cxb7 wins the other bishop, while 8...a5 is expertly met by 9 a3 and it is clear that White is winning because when the bishop moves 10 cxb7 is again possible.

World Champion Chess

There are some people who claim that to be very good you should not rely on opening tricks but instead play like a World Champion. The only snag is that even the very best players set up plenty of tricks and traps, but usually the majority of their high-class opposition avoids them.

Garry Kasparov is arguably the best player ever and the former World Champion

still plays exhibition games after retiring in 2005 (at which point he was still rated number one in the world). He is certainly fond of winning quickly and provides his opponents with the opportunity to slip up.

☐ **G.Kasparov** ■ **J.Marikova**

Hluboka (simul) 2008

In a simultaneous display, after the moves **1 e4 c5 2 Nf3 d6 3 c3 Nf6 4 Be2 (Diagram 2)**, the following position appeared on the board. Could the great Kasparov have lost a pawn after only four moves?

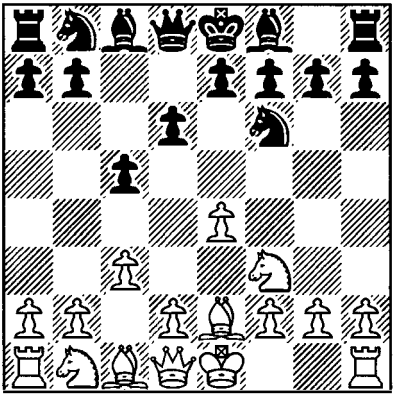

Diagram 2 (B)

4...Nxe4?

Black grabs the pawn but Kasparov is ready to win.

5 Qa4+! 1-0

Black resigned because after the check is blocked the white queen can take the hapless knight on e4.

History

I think that tricks are sometimes more interesting when you know a bit of background about an opening. Therefore I have included snippets of chess history to give some knowledge associated with the various lines. After all, not everybody seems to know that only one opening is named after a World Champion: Alekhine's Defence.

Mortimer's Trap

The Berlin Defence, **1 e4 e5 2 Nf3 Nc6 3 Bb5 Nf6**, became immensely popular after Vladimir Kramnik used it against Garry Kasparov to fend off his Ruy Lopez in their World Championship match, London 2000. All the games continued 4 0-0 Nxe4 5 d4 Nd6 6 Bxc6 dxc6 7 dxe5 Nf5 8 Qxd8+ Kxd8 9 Nc3 and Kramnik drew every one.

In recent times White has been trying to avoid the main line by playing **4 d3** rather than 4 0-0. However, in 2008 much excitement has arisen from a seemingly new idea: the odd-looking **4...Ne7!? (Diagram 3)** which has caused a sensation.

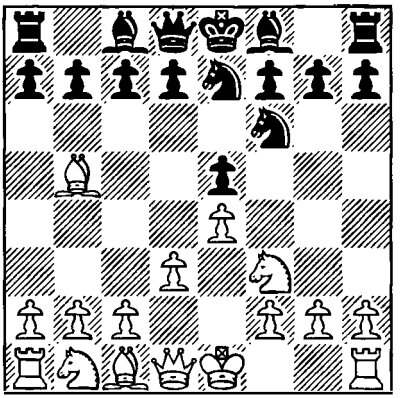

Diagram 3 (W)

The idea is that 5 Nxe5?? will lose a piece after 5...c6 followed by 6...Qa5+ picking up the knight on e5.

A few people tracked down on their computer some games by English grandmaster Tony Miles from the 1990s and he was given all the credit. However, I have pointed out that it is known as *Mortimer's Trap* after the American, James Mortimer, who played 4...Ne7 three times at the London tournament in 1883.

The point is that the old tricks are still viable and I have endeavoured to find ancient ideas that still work wonders in modern openings.

Classic Attacks

I have included some of my favourite tactical ideas in the chapter entitled *Classic Attacks*. Now some people might nod wisely when the Greek Gift is being dis-

cussed, for example, but if you don't know this idea because you are improving then it might be a revelation.

I suspect even experienced players need a reminder of some tricks. The back rank checkmate idea is well known but can crop up in so many different situations:

☐ **G.Lane** ■ **O.Lemmers**

Belgian Team Championship 1995

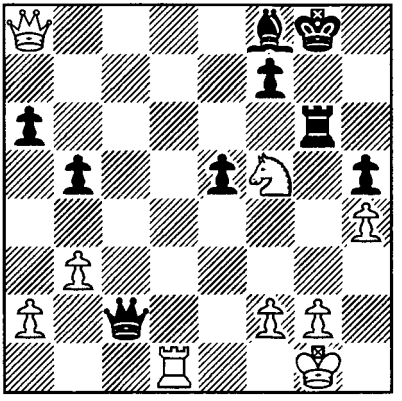

Diagram 4 (W)

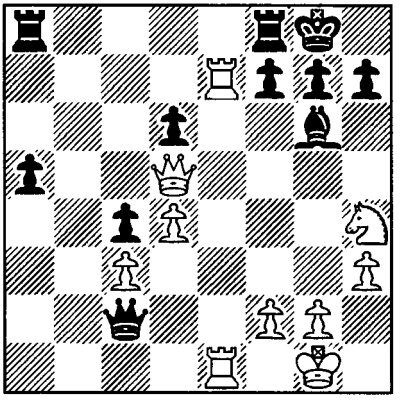

Diagram 5 (W)

(Diagram 4) 38 Qxf8+ 1-0

Black did not want to witness 38...Kxf8 39 Rd8 checkmate.

There is a myth that the top players don't fall for such tricks. The reality is that they do and everyone should be looking out for something special in their games:

☐ **L.Fressinet** ■ **B.Macieja**

European Championship, Plovdiv 2008

(Diagram 5)

Black is oblivious to the danger and has just serenely advanced his a-pawn.

24 Qxa8! 1-0

Only now did the grandmaster notice that 24...Rxa8 is met by 25 Re8+ Rxe8 26 Rxe8 checkmate.

Ratings

At the end of the majority of opening tricks I have added a ratings chart. This is just a fun way of assessing the trick with marks out of ten.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

Surprise value

An indication of how surprised an opponent will be to see the trap on the board. A surprise value of 8/10, for example, means that the opponent will be very surprised; while a rating of 5/10 implies that he might have seen it before so it will work occasionally.

Risk

The amount of risk involved in playing the opening that contains the trick. A mark of 5/10 indicates it is a solid continuation in any case, but something like 8/10 will mean that a pawn or even a piece has been sacrificed.

Chance of Success

The chance of a trick working in a game. This is a difficult one because of course it depends on the level of your opponent. Therefore I made a judgement from my tournament experience by watching and coaching other players. 5/10 indicates an average chance, i.e. sometimes it will work and sometimes it won't; whereas a mark of 6/10 would mean that there is an above average chance of it working. A mark of 10/10 means that someone should resign quickly.

Reward

What you can expect to gain if the trick works. A mark of 6/10 roughly indicates a pawn has been won. With 8/10 the reward would be a piece, while with 10/10 it is checkmate.

It is just a bit of fun and certainly not a scientific report, so please send your post-cards of compliments/complaints direct to Everyman Chess and not to me!

Gary Lane
Sydney, Australia

Chapter 1

Open Games: 1 e4 e5

This chapter deals with 1 e4 e5 opening tricks and unusual moves, which are known historically but continue to shock and amaze players. The traps are tactical ideas which are great in the particular opening, but knowledge of them can also help when seeking an advantage in a different position.

What is That?

I have included a few unusual moves by Black in the opening because, as a chess coach, I am constantly asked by players what to do when their opponent seems to go wrong but they don't know how to respond. This is important because a correct reply might lead to an easy victory, whereas otherwise you might plunge into deep thought and contemplate sacrificing a piece without knowing if it is any good.

An experienced master is likely to know a few of these examples, but the point is that you are aiming to beat a standard player who is improving or new to the game. These openings traps and refutations are perfect for trying to win quickly and are a good way for a parent or coach to point a young talent towards a predictable victory.

As Old as the Ark

The Noah's Ark is an opening trap in the Ruy Lopez which continues to cause misery for White. It made chess headlines around the world when, in a celebrated game, former World Champion José Capablanca found a new move in the opening which allowed him to win with ease. The story had a twist because it turned out that White had been following a recommendation of the then World Cham-

pion Alexander Alekhine, who had written that it was a line leading to a draw by repetition.

☐ **E.Steiner** ■ **J.R.Capablanca**
Budapest 1929

---

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 d6 5 d4 b5 6 Bb3 Nxd4 7 Nxd4 exd4 8 Qxd4? (Diagram 1)

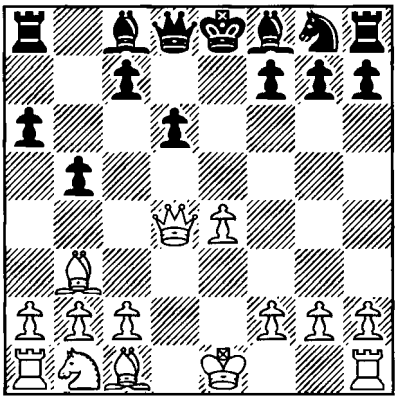

Diagram 1 (B)

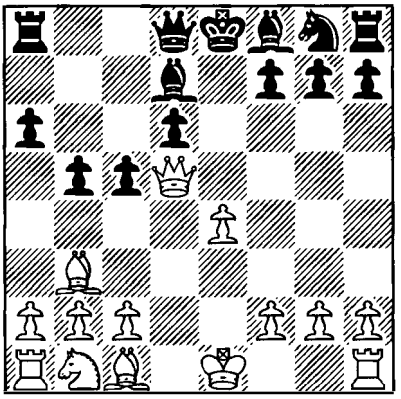

Diagram 2 (B)

This is the move casually suggested by Alekhine in the tournament book *New York 1924*. It looks logical to regain the pawn, but 8 Bd5 is better, or else 8 c3 which is a gambit that relies on White's superior piece development after 8...dxc3 9 Nxc3.

8...c5!

This line continues to catch people out and it allows Black to trap the bishop. Indeed, White promptly resigned in the game R.Webster-L.Cooper, Paignton 2007. It is argued that the name of the trap comes about because the pawn formation a6/b5/c5/d6 looks like an ark. Others say the line is so well known it is old as the ark.

9 Qd5 Be6 10 Qc6+ Bd7 11 Qd5 (Diagram 2) 11...c4!

This is the move that Alekhine had overlooked. The point is that Black's light-squared bishop is now on d7 rather than c8, which means that the rook on a8 is guarded by the black queen. Therefore Black no longer has to play ...Be6 to stop the attack on the f7-pawn and can just win the piece.

12 Bxc4 bxc4 13 Qxc4

White has two pawns for the piece, but that is a poor return and Black wins with relative ease:

13...Nf6 14 Nc3 Be7 15 0-0 0-0 16 a4 Be6 17 Qd3 Qa5 18 Bd2 Qh5 19 h3 Rfc8 20 b3 d5 21 exd5 Rd8 22 Qg3 Nxd5 23 Ne4 Bh4 24 Qh2 Nf6 25 Nd6 Qg6 26 Ba5 Rd7 27 c4 Ne4 28 Qf4 Bxf2+ 29 Rxf2 Nxf2 30 Kxf2 Rxd6 31 Qxd6 Qf6+ 32 Kg3 Qxa1 0-1

DID YOU KNOW? The German magazine *Deutsche Schachzeitung* from 1876 is the oldest reference that mentions the trap ...c7-c5 and ...c5-c4 in a similar Ruy Lopez position.

A Modern Trick?

Yes, it still catches people out, because d2-d4 is a standard way to play in the Ruy Lopez, and if White fails to pay attention to what his opponent is doing then it can be fatal:

□ A.Dzwikowski ■ M.Wodzislawski
Bydgoszcz 2001

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 d6 5 0-0 Nf6 6 d4 b5 7 Bb3 exd4 8 Nxd4 Nxd4 9 Qxd4? (Diagram 3)

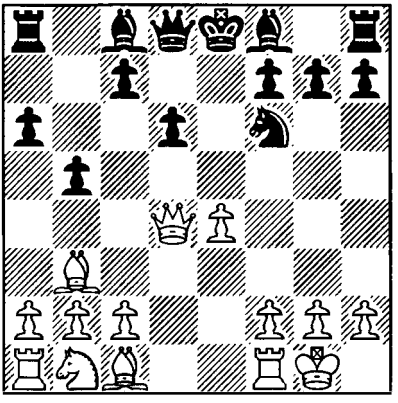

Diagram 3 (B)

The slightly different move order by Black has lured White into the Noah's Ark trap. Here the difference is that Black has a knight on f6 and White has castled, but

the trick still works:

9...c5! 10 Qd3 c4

The bishop is trapped giving Black a big advantage.

11 Bxc4 bxc4 12 Qxc4 Be7 and the game was eventually won by Black.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

Mortimer's Trap

As I wrote in the introduction, the Berlin Defence gained enormously in popularity after Kramnik went through his 2000 match with Kasparov unbeaten, and recently White has been circumventing the main line by playing 4 d3 instead of 4 0-0. The answer about how to surprise such an opponent is to go back in time for inspiration. James Mortimer (1833-1911) played 4...Ne7 three times at the London tournament in 1883 with the crafty idea that if White grabs the e5-pawn he will lose a piece:

□ P.Eiffe ■ J.Crewe

Australian Championship, Adelaide 1887

1 e4 e5 2 Nf3 Nc6 3 Bb5 Nf6 4 d3

The threat is 5 Bxc6 followed by Nxe5, so already White is thinking of winning a pawn.

4...Ne7!? (Diagram 4)

At first sight it appears that Black has misguidedly given up his pawn for nothing. In the 1990s when the English grandmaster Tony Miles enjoyed success with this line, Mortimer's contribution was forgotten by commentators.

5 Nxe5? c6!

This is the clever idea; the bishop is attacked and Black prepares ...Qa5+ to snare the knight on e5.

6 Ba4

6 Bc4 Qa5+ 7 Bd2 Qxe5 also led to an easy win for Black in the game S.Watson-R.James, London 2000.

A great deal of interest has centred on the amusing 6 Nc4, which is encouraged in some references with the view to the spectacular finish 6...cxb5?? 7 Nd6 checkmate. This is usually attributed to a game won by R.C.Griffith. However, this did not go down well with the man himself who wrote an anguished letter to *British Chess Magazine* in 1925 to deny his involvement. He won't be happy to know it didn't help and that even today the game can be found on computer databases. Just for the record Black remains on top after White's cheeky knight move by replying 6...d6, when 7 Ba4 is met by 7...b5 forking two pieces and Black is firm favourite to win thanks to the extra piece.

6...Qa5+ (Diagram 5) 7 Nc3 Qxe5

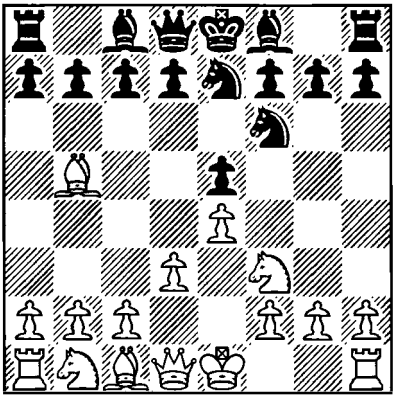

Diagram 4 (W)

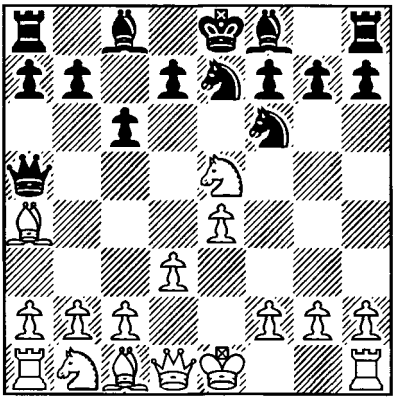

Diagram 5 (W)

Black has won a knight for a mere pawn and went on to win the game comfortably.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

DID YOU KNOW? The American James Mortimer became famous for losing after he scored 0/9 in the prestigious London tournament of 1887.

Who Dares Wins – The Bishop Trick

1 e4 e5 2 Bc4 has a long tradition, being mentioned by Luis Ramirez Lucena in a manuscript dated 1497. It was the great French player Andre Philidor who firmly established the opening by advocating it in his book, *The Analysis of Chess*, which was published in 1747.

There is a trick available to White that, despite the centuries of analysis devoted to this line, continues to catch Black out on move four.

Analysis

1 e4 e5 2 Bc4

I play this move quite often and have written a couple of books on the Bishop's Opening. It is increasing in popularity partly because people want to avoid the Petroff Defence which occurs upon 2 Nf3 Nf6.

2...Nc6 3 d3 Na5? (Diagram 6)

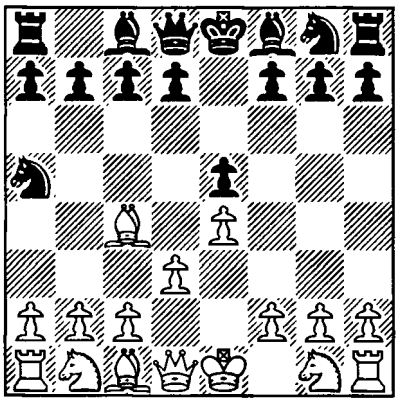

Diagram 6 (W)

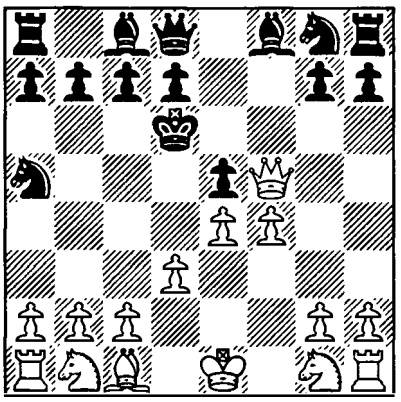

Diagram 7 (B)

This is often played after ...Nf6 – in particular 3...Nf6 4 Nc3 Na5 – so the question is, why not play it straight away? The answer is soon revealed because White now enjoys a feast of tactics.

4 Bxf7+! Kxf7

Black has little choice but to accept the sacrifice, as 4...Ke7? allows 5 Bxg8 when 5...Rxg8 is met by 6 Bg5+ winning the queen.

5 Qh5+ Ke6

The question has to be whether White can exploit the poor position of the black king. I think it helps that the knight on a5 is loose in many variations, which makes the onslaught more dangerous. If instead 5..g6 White plays 6 Qxe5 attacking the knight and rook, and 6...Bb4+ 7 Bd2 Nf6 8 Bxb4 is just very good for White.

6 Qf5+!

The obvious 6 Nf3 allows 6...d6! which is the best way to deal with the threat to the e5-pawn. Then 7 Ng5+ Kd7 8 Nf7 Qe8 9 Qf3 Nf6 10 Nxh8 Be7 slightly favours Black because he will have two pieces for the rook after picking up the stray knight. Nevertheless 11 d4 is interesting because the king is still misplaced on d7.

6...Kd6 7 f4 (Diagram 7)

The chase is on and White is in hot pursuit of the king.

7...Kc6

There is no obvious safe escape for the black king:

a) 7...Qf6? 8 fxe5+ Qxe5 9 Bf4 pins the queen and wins the game.

b) 7...Qe8 8 b4 Nc6 9 b5 Na5 10 Ba3+ c5 11 bxc6+ Kxc6 12 Qxf8 wins.

c) 7...Nc6 8 fxe5+ Nxe5 (8...Kc5 is met by 9 Qf7! threatening Be3+ and then to bring the queen back to c4 or b3 to continue the attack) 9 d4 Ng6 10 Bg5 N8e7? (but if 10...Nf6 11 e5+ Kc6 12 d5+ is very strong) 11 Bf4+ Nxf4 (or 11...Kc6 12 Qc5 checkmate) 12 Qe5+ Kc6 13 Qc5 checkmate, F.Lommen-S.Kurnosov, Troisdorf 2004.

8 Qxe5 d5

Black cuts off access to the knight on a5, but it does not help his cause. Also possible:

a) 8...b6, to defend the knight, allows 9 Qd5 checkmate.

b) 8...Kb6 9 Nc3 (another piece is brought into the action and the threat is 10 Qb5 checkmate) 9...c5 10 b4 Nc6 11 Nd5+ Ka6 12 Nc7+ Kb6 13 Nxa8+ wins.

9 Qc3+ Kb6

9...Kb5 is met by 10 b4 (preparing 11 a4+) 10...Bxb4 11 a4+ Ka6 12 Qxb4 c6 13 Nc3 and White is a pawn up with a very impressive position.

10 Bd2! (Diagram 8)

A clever move to force the knight to retreat and take an escape square away from the black king.

10...Nc6 11 Qb3+ Kc5

Black should resign, but just in case they carry on it is worth knowing that

11...Ka6 runs into 12 Qa4+ Kb6 13 exd5 Qxd5 14 Be3+ Nd4 15 Nc3 Qd7 16 Bxd4+ c5 17 Qb4+ Ka6 18 Bxc5 which is brilliant for White.

12 exd5 Qxd5

12...Nce7 leads to a forced loss: 13 Bb4+ Kb6 14 Bd6+ Ka6 15 Qa3+ Kb6 16 Bc5+ Kb5 17 Nc3 checkmate.

13 Qa3+ Kb6 14 Be3+

14 Qxf8? is not so good because 14...Qxg2 sees Black back in the game.

14...Bc5

After 14...Nd4 then 15 Qxf8 is very good, as 15...Qxg2 is now met by 16 Bxd4+ with a decisive advantage.

15 Nc3 (Diagram 9)

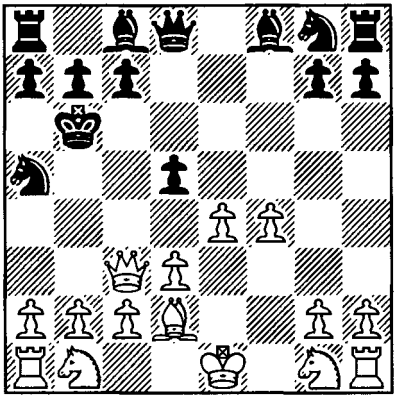

Diagram 8 (B)

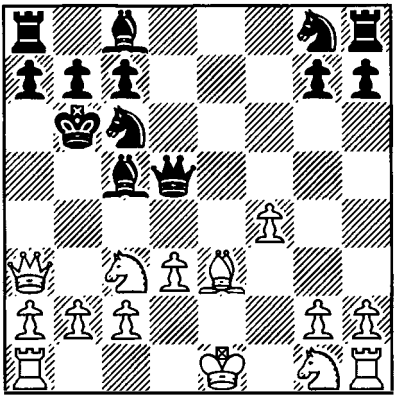

Diagram 9 (B)

At this point you should encourage a friend to take a photo of the players and make sure the board can be clearly seen. I suspect Black will not be smiling.

15...Qd6 16 Qb3+ Nb4 17 Qxb4+ Ka6 18 Qb5 checkmate

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

Legall's Mate

Legall de Kermeur (1702-92) was a Frenchman remembered for this astonishing checkmate. The fact that he sacrificed his queen adds extra spice to this opening trap.

☐ Legall de Kermeur ■ St Brie
Paris 1750

1 e4 e5 2 Nf3 d6 3 Bc4 Bg4 4 Nc3 g6 (Diagram 10)

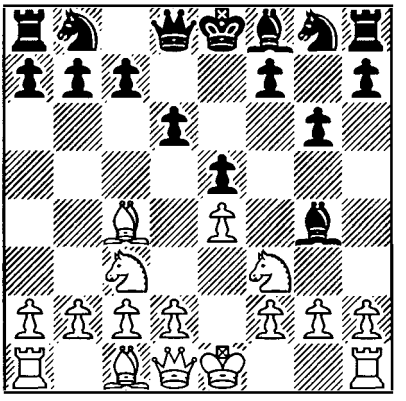

Diagram 10 (W)

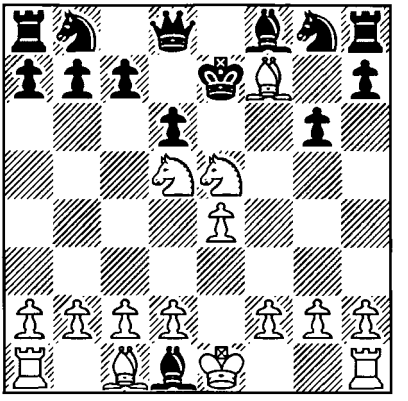

Diagram 11 (B)

5 Nxe5! Bxd1?

Who could resist taking the queen? Anyway if 5...dxe5 then 6 Qxg4 leaves White a pawn up.

6 Bxf7+ Ke7 7 Nd5 checkmate (Diagram 11)

Will it still work?

Legall's game was played hundreds of years ago, but even now numerous players fall for the checkmate pattern of Nxe5 allowing the queen to be taken. This is probably because people are greedy, but also because the trick can occur from a variety of opening moves:

☐ **P.Anderberg** ■ **B.Byvank**
Kleve 1999

1 e4 e5 2 Nf3 d6 3 Nc3 Bg4 4 Bc4 Nc6

The urge to contain d2-d4 with 4...c5? backfired in the game J.Conde Rodriguez-J.Munoz Palmerin, Vila de Padron 2000. There followed 5 Nxe5! Bxd1? 6 Bxf7+ Ke7 7 Nd5 checkmate.

5 h3 Bh5 6 Nxe5! (Diagram 12)

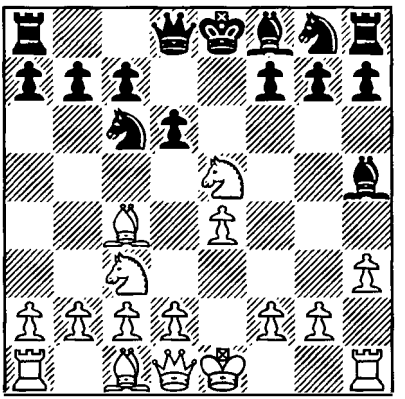

Diagram 12 (B)

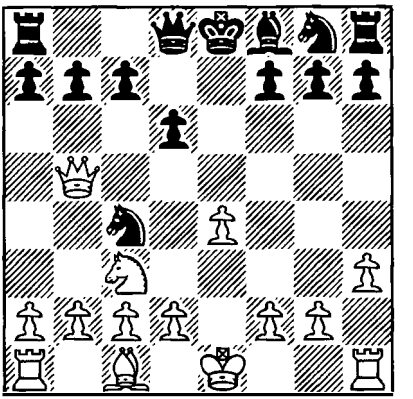

Diagram 13 (B)

This might look a fabulous move, but once you are aware of Legall's checkmate it is much easier to find when you are playing a game. Even if White misses the trick he might still have another chance. For instance: 6 d3 Nd4? 7 Nxe5! dxe5 (of course 7...Bxd1? allows 8 Bxf7+ Ke7 9 Nd5 checkmate) 8 Qxh5 (White is a pawn up and threatening checkmate so Black has to think about defence) 8...Qf6 9 0-0 Nxc2 10 Nd5 Qd6 11 Ne3 Nxa1 12 Qxf7+ Kd8 13 Nf5 Qd7 (if the queen continues to defend the bishop on f8 with 13...Qc5, the easiest route to victory starts with 14 Nxg7 threatening Qe8 checkmate and even Ne6+ to fork the king and queen) 14...Bxg7 15 Qxg7 Nc2 16 Be6! (threatening Qd7 checkmate or Bg5+ when Black will soon resign) 14 Qxf8+ Qe8 15 Bg5+ Nf6 (or 15...Kd7 16 Qxg7+ Kc8 17 Bf7 Qc6 18 Qxh8 and wins) 16 Qxg7 Rf8 17 Bxf6+ Kc8 18 Rxa1 1-0 A.Calcado-Y.Ivanov, Rio de Janeiro 2000.

6...Nxe5

Yes, if 6...Bxd1? 7 Bxf7+ Ke7 8 Nd5 is checkmate.

7 Qxh5 Nxc4 8 Qb5+! (Diagram 13)

This makes the trick work because now White wins his piece back and remains a pawn up.

8...Qd7 9 Qxc4 Nf6 10 d3 Be7 11 Be3 c6 12 a4 0-0 13 0-0

White has developed his kingside and has a clear advantage thanks to the extra pawn.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

Sicilian!

It is also possible to unleash the trap from another opening.

□ **Al.Ivanov** ■ **G.Simms**

Denver 2003

1 e4 c5 2 Nf3 Nc6 3 Nc3 e5 4 Bc4 d6 5 d3 Bg4 6 h3 Bh5 (Diagram 14)

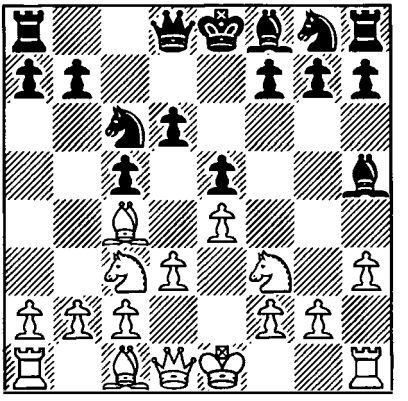

Diagram 14 (W)

7 Nxe5!

Once again Legall's checkmate appears, but this via the Sicilian Defence. It just shows that such tactics occur in a variety of positions.

7...Bxd1? 1-0

Black resigned rather than wait to see 8 Bxf7+ Ke7 9 Nd5 checkmate.

Just in case your opponent is not generous enough to grab the queen, for the record another game continued 7...dxe5 8 Qxh5 g6 9 Qf3 Qd7 10 Be3 b6 11 a4 Bg7 12 Nd5 1-0 V.Baklan-S.Zhigalko, Polanica Zdroj 2001.

Legall's Trap

This is the name given when the knight captures on e5 (for White) or e4 (for Black) and allows the queen to be taken by a bishop. It is clearly related to Legall's Mate – hence the name – and although there is no spectacular checkmate, the extra pawn will make it worth noting.

□ G.Lane ■ D.Paterson
Sydney 2002

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 d3 d5!? (Diagram 15)

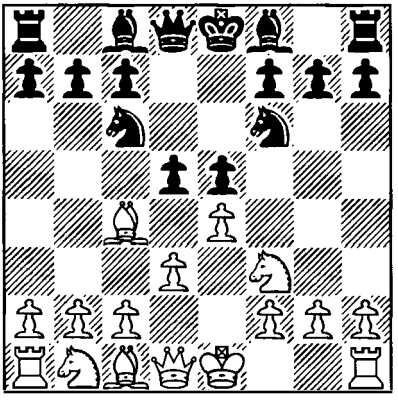

Diagram 15 (W)

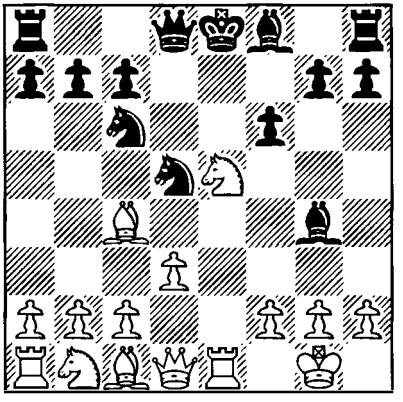

Diagram 16 (B)

This is a popular reply but arguably risky, because it leaves the e5-pawn vulnerable after White castles and puts a rook on the e1-square.

5 exd5 Nxd5 6 0-0 f6?!

This advance covers the e5-pawn but it does weaken the black defence because the aim is to castle kingside, after which the bishop on c4 will be well placed.

Alternatively:

a) 6...Be6 7 Re1 Bd6 8 d4 Bb4 (8...exd4? allows 9 Bxd5, taking advantage of the pinned bishop on the e-file) 9 c3 Ba5 10 Nxe5 led to an advantage thanks to the extra pawn, G.Lane-N.Zpiljic, Dubbo 2002.

b) 6...Be7 to block the e-file is perhaps better, though after 7 Re1 f6 8 d4 I prefer White.

7 Re1 Bg4? 8 Nxe5! (Diagram 16)

Legall's trap is revealed: the knight takes the pawn on e5 even though it is pinned by the bishop on g4.

8...fxe5

After 8...Bxd1 the sequence 9 Nxc6+ Kd7 10 Nxd8 Rxd8 11 Rxd1, G.Lane-P.Bentley, Internet 2008, is winning because Black needs to count his pieces. If instead 8...Nxe5 then 9 Qxg4 is good for White because the knight on e5 is pinned and cannot take the queen.

9 Qxg4

White has won a pawn and is clearly on top. The game concluded:

9...Nf6 10 Qe6+ Qe7 11 Qxe7+ Bxe7 12 Bb5 0-0 13 Bxc6 bxc6 14 Nc3 Bd6 15 h3 Nd5 16 Ne4 Nb4 17 Re2 c5 18 Be3 Na6 19 b3 Rad8 20 a4 g6 21 Bg5 Rb8 22 Nf6+ 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟

DID YOU KNOW? The Frenchman François-Andre Philidor (1726-95) was considered the best player of his time and his teacher was Legall.

The Fried Liver Attack

This was my favourite opening as a junior, mainly because of the silly name. In fact, the line is officially known as the *Fegatello Attack* in tribute to being analysed

in the 16th century by Italian players – and the name is Italian for a piece of liver, the interpretation being that you are dead as a piece of liver or that the sacrifice of the knight is like a piece of liver used as bait.

Golden Oldies

Although the opening has been known a very long time, Black still falls into the trap. I think the best way to understand how to win efficiently is to see the games played by the legendary Bobby Fischer, arguably the best player ever. In the 1960s he toured the USA doing simultaneous displays where he would routinely play twenty players or more each night. The best way to do well in such circumstances is to win quickly, and the Fried Liver Attack is perfect:

□ R.J.Fischer ■ T.Rouse
Chicago (simul) 1964

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 (Diagram 17)

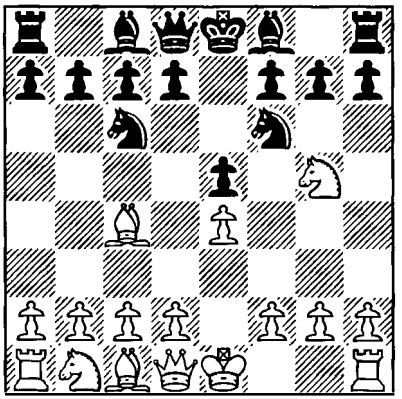

Diagram 17 (W)

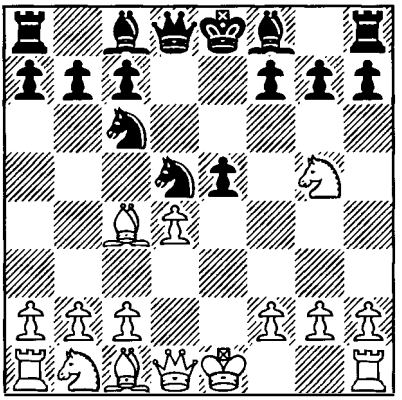

Diagram 18 (B)

White threatens the f7-pawn so Black takes evasive action.

5 exd5 Nxd5?

This has been played numerous times but it is a serious error which allows White to stir up tactical tricks. The main alternative goes 5...Na5 6 Bb5+ c6 7 dxc6 bxc6 8 Be2 with roughly equal chances.

6 d4! (Diagram 18)

This is easily the best move in the position because it sets up perfectly the chance to sacrifice the knight on f7. The pawn advance has become known as the Lolli Attack after Giambattista Lolli (1698-1769) wrote about the game in 1763. However, not everyone knows the historic background of openings and it tends to be referred to as the Fried Liver Attack, despite White not immediately sacrificing the knight on f7.

Strangely, White often misses out on the chance to win and 6 Nxf7 is tried instead, but after 6...Kxf7 7 Qf3+ Ke6 8 Nc3 Ncb4 practice (mainly in correspondence games) has shown that it is not easy for White to wrestle an advantage.

6...exd4

Others:

a) 6...Nxd4 is met by 7 c3 which wins a piece.

b) 6...Be7 7 Nxf7 Kxf7 8 Qf3+ Ke6 9 Nc3 Bb4 10 Bxd5+ Kd6 11 Bxc6 Bxc3+ 12 bxc3 bxc6 **(Diagram 19)**

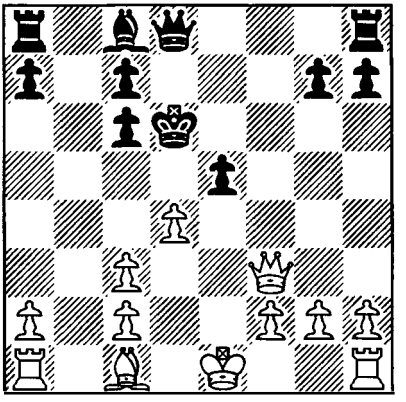

Diagram 19 (W)

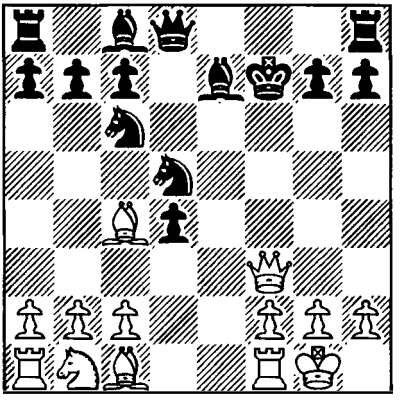

Diagram 20 (B)

13 Ba3+ (White is spoilt for choice because 13 0-0 also wins, e.g. 13...Be6 14 dxe5+ Kd7 15 Rd1+ Bd5 16 c4 Rf8 17 Qh3+ 1-0 R.J.Fischer-R.Snuske, Flint 1964) 13...Ke6 14 0-0 Qd5 15 Qh5 (naturally White is eager to avoid exchanging queens so he can carry on attacking) 15...e4 16 Qh4 g5 17 Qh5 Qf5 18 f3 Qg6 19 Qg4+ Qf5 20 Qxf5+ Kxf5 21 fxe4+ Kxe4? (this is the reason why White swapped queens because he saw a mating net) 22 Rae1+ Kd5 23 Re5+ 1-0 R.J.Fischer-F.Grunberg, Chicago 1964.

c) 6...f6 7 dxe5! Nxe5 (7...fxg5 8 Bxd5 Nxe5 9 0-0 is good for White) 8 Bxd5 fxg5 (or 8...c6 9 Ne6 Qa5+ 10 Bd2 Qb6 1-0 R.J.Fischer-L.Redman, Chicago 1964, as White has won a piece) 9 0-0 Bd7 10 Re1 Qf6 (10...Bd6 is met by 11 f4! gxf4 12 Bxf4 Qf6 13 Bxe5 Bxe5 14 Qh5+ g6 15 Qxe5+ winning easily) 11 Qh5+ Qg6 12 Rxe5+ 1-0

R.J.Fischer-J.Kuhn, Chicago 1964.

d) 6...Bb4+ is discussed in the next game.

7 0-0 Be7

After 7...Be6 then 8 Re1 is very strong; for example, 8...Qd7 (the queen is obliged to defend the bishop otherwise White will just play Nxe6 followed by Rxe6+) 9 Nxf7! Kxf7 10 Qf3+ Kg8 (if 10...Ke7 11 Bxd5 as the bishop on e6 is pinned by the rook, while 10...Kg6? is even worse due to 11 Rxe6+ Qxe6 12 Bd3+ Qe4 13 Bxe4 checkmate) 11 Rxe6! 1-0 R.Huerta-J.Ballinas, Cuidad del Carmen 1997.

8 Nxf7 Kxf7 9 Qf3+ (Diagram 20) 9...Ke6

Black has no choice but to defend the d5-knight.

10 Re1+ Ne5 11 Bf4

This is one of the advantages of having played 6 d4 – the dark-squared bishop can instantly join in the onslaught.

11...Bf6 12 Nc3! c6

Instead 12...dxc3 allows White a flurry of tactics: 13 Rxe5+! Bxe5 14 Re1 Qd6 15 Bxe5 Qxe5 16 Qxd5+ leading to checkmate.

13 Rxe5+ Kf7

Or 13...Bxe5 14 Re1 Qd6 15 Nxd5 cxd5 16 Bxe5 Qxe5 17 Qxd5+ and wins.

14 Nxd5 Be6 (Diagram 21)

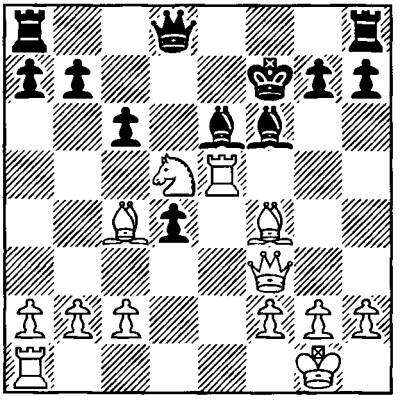

Diagram 21 (W)

15 Rxe6!

A stylish way to win by stripping away the black defences.

15...Kxe6 16 Nxf6+ Ke7

Black cannot avoid a forced checkmate. If 16...Kxf6 17 Bc7+ Kg5 18 Bxd8+ Rhxd8 19 h4+ Kh6 20 Qf4+ Kh5 21 Qg5 checkmate.

17 Re1+ Kf8 18 Qa3+ 1-0

? DID YOU KNOW? Fischer was only 32 in 1975 when he decided not to defend his World Championship title – but, bar one brief interlude, his chess career was over.

□ L.Barden ■ W.Adams

Hastings 1950/51

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1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 exd5 Nxd5? 6 d4! Bb4+ (Diagram 22)

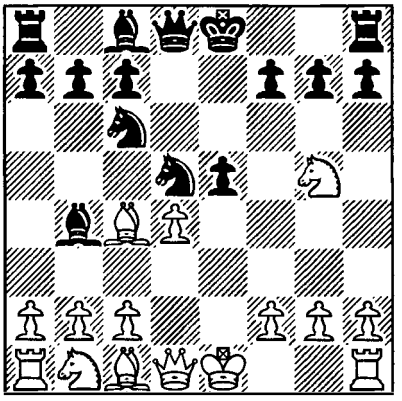

Diagram 22 (W)

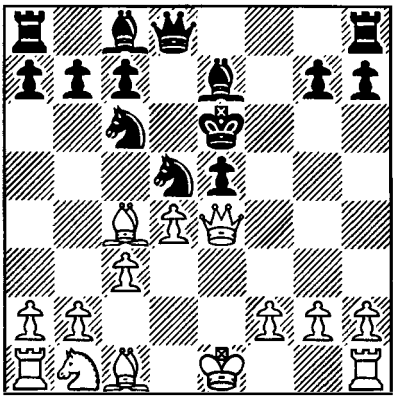

Diagram 23 (B)

I think this is the trickiest line; Black is happy to encourage c2-c3 to block the check, so that later White is unable to play Nc3 in certain lines.

7 c3 Be7 8 Nxf7

Once again the sacrifice of the knight on f7 is the key to the success of the Fried Liver Attack.

8...Kxf7 9 Qf3+ Ke6

As we saw in the notes to the previous game, after 6...Be7 7 Nxf7 Kxf7 8 Qf3+ Ke6 White played 9 Nc3, but Black's insertion of 6...Bb4+ 7 c3 Be7 has made that impossible, so White needs to find something else.

10 Qe4! (Diagram 23)

This is the top move that you need to know in advance. The white queen moves into the centre and prepares f2-f4 to advance the attack. Alternatively, 10 0-0!? used to be considered a mistake, but I think as long as 10...Na5 is met by 11 Bd3! then the attack continues.

10...Bf8

Black moves the bishop out of the way to allow the knight on d5 to be defended with ...Nc6-e7. Also possible:

a) 10...Qd6 11 f4! Na5 12 dxe5 Qd8 13 Bxd5+ winning in view of 13...Qxd5 14 f5+ Kf7 15 Qxd5+.

b) 10...b5!? 11 Bxb5 Bb7 12 0-0! (12 f4 is also good) 12...g6 13 Bxc6 Bxc6 14 c4 Nb4 15 d5+ Bxd5 16 cxd5+ Qxd5 17 Qg4+ Kf7 18 Nc3 with the superior chances for White.

11 0-0 Nce7 12 f4 c6 13 fxe5 Kd7 14 Be2!

The bishop retreats primarily to allow the advance c3-c4 to chase the central knight away.

14...Ke8

If 14...Kc7 15 c4 Nb6 16 e6 threatening Bf4+ is very strong.

15 c4 Nc7 16 Nc3

Barden has enough time to bring the queenside pieces into the attack.

16...Be6 17 Bg5 Qd7 18 Rad1 (Diagram 24)

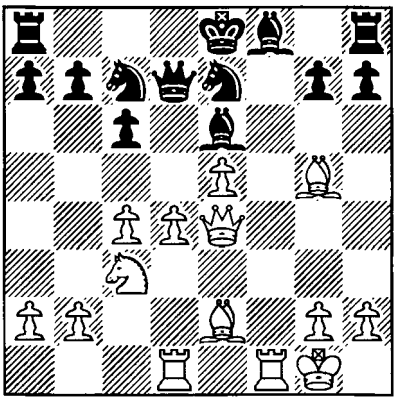

Diagram 24 (B)

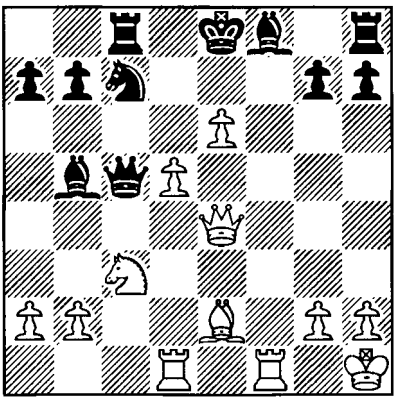

Diagram 25 (W)

White is building up his pieces to support the advance d4-d5.

18...Rc8

It is difficult to find constructive moves for Black to fend off the onslaught. For instance:

a) 18...Bf5 19 Qf3 Ne6 20 Be3 followed by d4-d5 is excellent.

b) 18...Rd8 19 d5 cxd5 20 cxd5 Ncxd5 21 Bb5 Nc6 22 Bxd8 wins.

19 Bxe7 Qxe7

Or 19...Bxe7 20 d5 Bc5+ 21 Kh1 cxd5 22 cxd5 Bxd5 23 Nxd5 Nxd5 24 Rxd5 Qc6 25 e6 with a winning position.

20 d5 Qc5+ 21 Kh1 cxd5 22 cxd5 Bd7

22...Bf7 runs into 23 Qf5, attacking the rook on c8 and the bishop on f7 and forcing resignation.

23 e6 Bb5 (Diagram 25) 24 Qf4

This is very strong, but White has lots of other good options too; for example, 24 Bh5+! g6 25 d6 gxh5 (or 25...Bxf1 26 Bxg6+ hxg6 27 Qxg6+ Kd8 28 Qf6+ Ke8 29 d7 checkmate) 26 Nxb5 Nxb5 27 Qxb7 forces checkmate.

24...Kd8

Or 24...Be7 25 Qf7+ Kd8 26 d6 Bxd6 27 e7+ Kd7 28 e8Q checkmate.

25 Bxb5 Nxb5 26 Nxb5 Qxb5 27 d6 1-0 (Diagram 26)

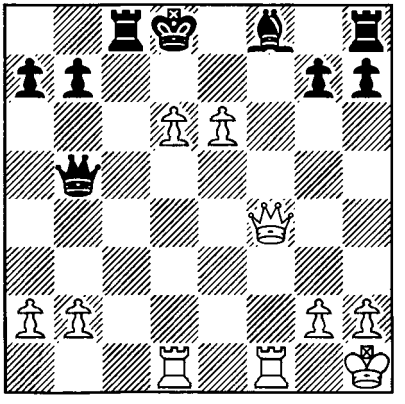

Diagram 26 (B)

Black resigned in view of 27...Rc4 28 e7+ Bxe7 29 dxe7+ Kc8 (29...Kxe7 allows 30 Qf7 checkmate) 30 Rd8+ Rxd8 31 exd8Q+ Kxd8 32 Qd6+ Kc8 33 Rf8+ Qe8 34 Rxe8 checkmate.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

? DID YOU KNOW? In 1961 Fischer visited London and took part in a consultation chess game played on the radio and his partner was Leonard Barden; their opponents were Jonathan Penrose and Peter Clarke. Fischer asked the BBC for 50 pounds, the fee for a new suit from the prestigious Savile Row.

How to Beat the Damiano Defence

This opening is named after the Portuguese player Pedro Damiano (1480-1544) who pointed out that it was a weak reply in his book published in 1512. The lesson from history has not been remembered because it is still an extremely popular set-up with juniors and improvers. The position occurs after the following moves:

□ E.Schiffers ■ M.Chigorin
St Petersburg (13th matchgame) 1897

1 e4 e5 2 Nf3 f6? (Diagram 27)

This is the Damiano Defence. The problem is that the pawn on f6 takes away a good square for the king's knight and exposes the black king.

3 Nxe5!

I think this is the best reply and gives Black serious problems after only three moves.

3...Qe7

If Black is going to play this line then this is the best way to try and survive. It is fair to say that Chigorin is the greatest player to ever try this line, because from 1883 to 1895 he was widely assumed to be amongst the five best players in the world. It will also come as no surprise to find that he never played this opening again.

3...fxe5 is examined in the next game.

4 Nf3 d5

4...Qxe4+ 5 Be2 is good for White, who will gain time developing with Nc3 or Re1 because Black will have to retreat the queen.

5 d3 dxe4 6 dxe4 Qxe4+ 7 Be2 Nc6

The legendary Bobby Fischer had this line in a simultaneous game against R.McGregor, Houston 1964, where Black tried 7...Bf5. The game continued 8 Nd4 Nc6 9 Nxf5 Qxf5 10 0-0 Bd6 11 Bg4 Qb5 12 Nc3 Qc4 and now, instead of 13 Be2 which led to a surprising draw, White can maintain the advantage with 13 Re1+!, when a sample line runs 13...Nge7 14 Be6 Qh4 15 g3 Qd4 16 Qh5+ g6 17 Qh6 and White is on top because the black king is marooned on its original square.

8 0-0 Bd7 9 Nc3 Qg6? (Diagram 28)

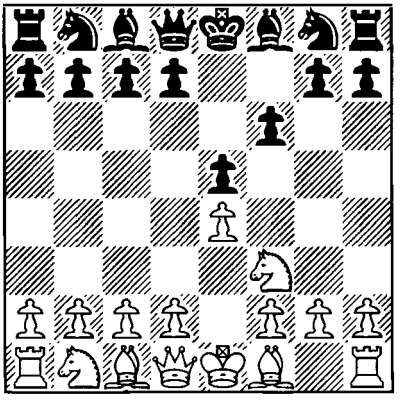

Diagram 27 (W)

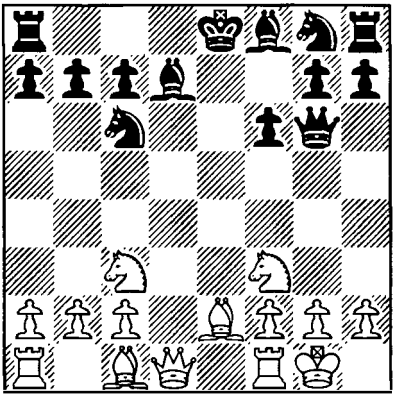

Diagram 28 (W)

9...Qf5 was better, as the text allows White a winning combination:

10 Ne5! Nxe5

Or if 10...Qf5 11 Bg4 Qxe5 12 Qxd7 checkmate.

11 Bh5

White has won the queen for a mere two pieces and should be able to wrap up victory. However, I won't show you the rest of the game because it seems Schiffers could not believe his good fortune, managed to go wrong, and ended up only drawing.

? DID YOU KNOW? Damiano came up with this sound advice in 1512: "If you see a good move, look to see whether there is a better one."

What happens if the knight is taken? Here is the answer:

□ **A.Lenderman** ■ **S.Sloan**
US Open, Cherry Hill 2007

1 e4 e5 2 Nf3 f6 3 Nxe5! fxe5? 4 Qh5+ (Diagram 29)

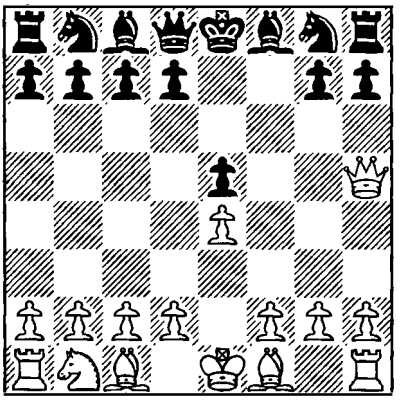

Diagram 29 (B)

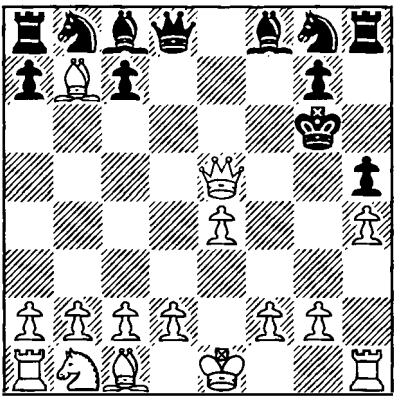

Diagram 30 (B)

4...Ke7

After 4...g6 White wins a rook by 5 Qxe5+ Qe7 6 Qxh8 Qxe4+ 7 Kd1, as in J.Kleymann-B.Klimovich, Rome 2007, when Black should start counting the pieces and resign.

5 Qxe5+ Kf7 6 Bc4+ d5

Black has little choice because 6...Kg6 7 Qf5+ Kh6 8 d4+ g5 9 h4 wins easily; for instance 9...Be7 10 hxg5+ Kg7 11 Qf7 is checkmate.

7 Bxd5+ Kg6 8 Qg3+!?

This is a good move, but the computer spots a winning sequence that has never been played to my knowledge, despite this position occurring numerous times. 8 h4! is a significant improvement, threatening to check the king with a pawn. After 8...h5 (8...Nc6 allows White to win by force by 9 h5+ Kh6 10 d4+ g5 11 hxg6+ Kxg6 12 Qh5+ Kf6 13 Qg5 checkmate) 9 Bxb7! **(Diagram 30)** is the star move.

White wins material because 9...Bxb7 allows 10 Qf5+ checkmate, while 9...Bd6 is met by 10 Qa5, maintaining access to the f5-square.

After the text move, the game concluded:

8...Qg5 9 Qxc7 Ne7 10 h4 Nxd5 11 Qxc8 Bb4 12 Qe6+ Qf6 13 Qxd5

White is now four pawns up!

■

13...Rf8 14 Qg5+ Qxg5 15 hxg5 Nc6 16 c3 Rae8 17 f3 Bd6 18 d4 Bg3+ 19 Ke2 Ne7 20 Kd3 Nc6 21 Be3 Rd8 22 Nd2 Ne5+ 23 Ke2 Nf7 24 f4 h5 25 f5+ Kh7 26 f6 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

Copy Cat

Mirroring the opponent's moves is an obvious way for Black to play the opening. It can also lead Black into a trap:

□ Nguyen Hoang Hiep ■ B.Hooi Ming Yew
Asian Junior Championships 2002

1 e4 e5 2 Nc3

White signals his intention to play the Vienna Game.

2...Nc6 3 Bc4 Bc5

Black continues to copy moves.

4 Qg4!? (Diagram 31)

It certainly looks strange but this is a special case where a queen can be developed early in the game.

4...Qf6?!

A classic mistake: Black defends the g7-pawn and threatens to start his own attack with ...Qxf2+; the only problem is that a well-prepared player with the white pieces will be ready to strike.

The sensible alternative is 4...g6, but with a bishop on c5 there is no likelihood of a kingside fianchetto so the dark squares will be weak; for example, 5 Qf3 Nf6 6 Nge2 d6 7 d3 h6 8 Nd5 Nxd5 9 Bxd5 Qe7 10 c3 with an edge for White, C.Oblitas-M.Nina, Lima 2006.

Instead 4...Nd4 is an interesting idea, which looks odd but after 5 Qxg7 Qf6 6 Qxf6 Nxf6 it can be awkward for White to unravel his pieces: 7 Bb3 is met by 7...c6, aiming for ...b7-b5 and ...a7-a5, and should White play a2-a3 or a2-a4 to safeguard his

bishop, Black will capture on b3 giving him doubled b-pawns. Therefore I propose 7 Bd3, planning to move the c3-knight out of the way and oust the black knight with c2-c3; for instance, 7...Rg8 8 g3 d6 9 Na4 and the extra pawn means the position favours White.

5 Nd5! (Diagram 32)

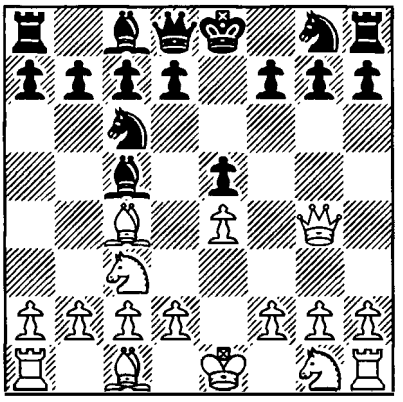

Diagram 31 (B)

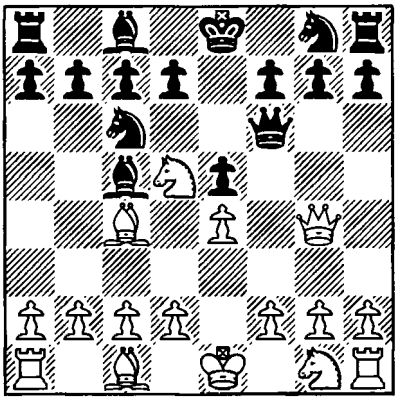

Diagram 32 (B)

The start of a brilliant attack that has been known for years but still continues to catch people out.

5...Qxf2+

This looks dangerous for White, but it is just an illusion. On the other hand 5...Bxf2+? is just hopeless after 6 Kf1, when the black queen must move allowing White to capture on f2 or even g7.

6 Kd1 (Diagram 33) 6...Kf8

Black is obliged to start defending because the f1-square is covered by the white bishop, which means that his attack is already over. Others:

a) 6...Nf6 7 Qxg7 Nxd5 (even worse is 7...Rg8? 8 Nxf6+ Kd8 9 Qxg8+ Ke7 10 Qxf7+ Kd6 11 Ne8 checkmate, S.Swiercz-N.Guille, La Fere 2003) 8 Qxh8+ Bf8 9 exd5 Qxg2 10 dxc6 Qxh1 (10...d6 11 cxb7 Bg4+ 12 Ke1 is winning for White, COMP Fidelity-K.Shirazi, Somerset 1986) 11 Qxe5+ Be7 12 Qg3 dxc6 13 Qg8+ Kd7 14 d3 Qxh2 15 Be3 Kd6 16 Ne2 1-0 K.Karakehajov-I.Nedelchev, Sofia 2004.

b) 6...g6 7 Nh3 forces the black queen to a weak square when it can come under further pressure: 7...Qd4 8 d3 Bd6 (8...Nge7 is certainly no better because 9 c3 traps the queen with a winning position, D.Slater-M.Herschberg, Parsippany 2006) 9 c3 Qc5 10 b4 and White is winning, C.Milla de Marco-S.Rodriguez Alvarez, Orense 2002.

7 Nh3 Qd4

Black's queen has run out of escape squares and, after a forcing sequence, he is in big trouble.

8 d3 d6

Or 8...Bb6 9 Qf3 f6 10 c3 (as usual White gains time by chasing the queen around the board) 10...Qc5 11 b4 Qd6 12 a4 a5 13 Nxb6 cxb6 14 bxa5 bxa5 15 Ba3, when the pin on the queen gives White a winning advantage, V.Ip-L.Benassayag, Brie Comte 2002.

9 Qf3 Bxh3 10 Rf1! (Diagram 34)

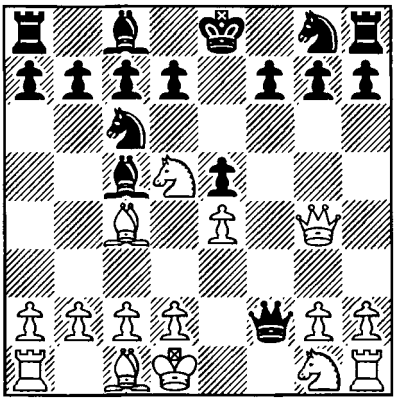

Diagram 33 (B)

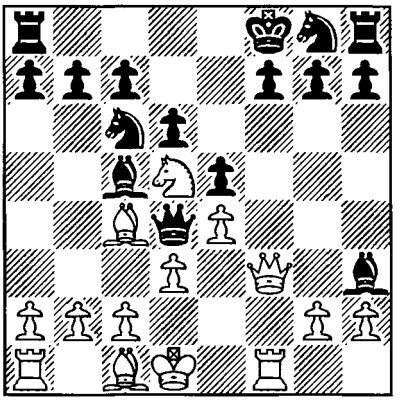

Diagram 34 (B)

The rook comes across to the f-file and it finally dawns on Black that he is busted! The threats now are checkmate on f7 and the sly c2-c3 trapping the black queen in the middle of the board.

10...Bg4

Or 10...Be6 11 c3 Qg1 12 Rxg1 Bxg1 13 Nxc7 1-0 G.Lane-S.Lack, Brussels (rapid) 2000.

11 Qxg4 Bb6 12 c3 Qc5 13 Be3 Qa5 14 Nxb6 Nf6

If 14...axb6 15 Rxf7+ Ke8 16 Qd7 checkmate.

15 Rxf6 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

DID YOU KNOW? The Vienna Game used to be known as the Hamppe Opening after the Swiss player Carl Hamppe (1814-76), but was later renamed after a number of Viennese players took up the opening.

Beating the Copycat Petroff

This is a notorious variation in the Petroff Defence – or, as it is also known, the Russian Game – which has been played countless times by juniors and improvers who know little about openings but wish to copy their opponent. A little knowledge on the subject could present White with the win of a queen by a discovered check. Then again, Black has recently been trying to revive the line by making sure he only loses a pawn and achieves some active play with his pieces. A lot of the credit for this goes to Austrian International Master Frederick Volkmann and Russian Grandmaster Vladimir Afomeev, who have been defending Black's position.

It is best to start with the easy version of the Copycat Petroff:

□ E.Raymer ■ J.Waters

Langley 2006

1 e4 e5 2 Nf3 Nf6 3 Nxe5 Nxe4?! 4 Qe2 (Diagram 35) 4...f6?

This leads to a forced loss and it can be a useful line for White to know. Black's best move, 4...Qe7, is considered in the next game. Otherwise:

a) 4...Nf6? allows 5 Nc6+ Qe7 (or if 5...Be7 6 Nxd8) 6 Nxe7 Bxe7 7 d4 and White soon won, S.Gvetadze-S.Pilane Masego, Ekaterinburg 2007.

b) 4...d5? 5 d3 Bd6 (once again if the black knight retreats then 6 Nc6+ is decisive) 6 Nf3! leaves the knight on e4 pinned and White will win a piece, S.Elamri-D.Mihajlova, Gibraltar 2005.

5 Qh5+! g6

If 5...Ke7 then White wins by 6 Qf7+ Kd6 7 Nc4+ Kc6 (or 7...Kc5 8 d4+ Kb4 9 Qd5

soon leads to checkmate) 8 Na5+ Kb6 9 Qb3+ Kxa5 10 Qb5 checkmate.

6 Nxg6 hxg6 7 Qxg6+!

7 Qxh8 is also good, but the move played in the game is even stronger.

7...Ke7 8 Qxe4+ Kf7 9 Bc4+ (Diagram 36) 9...Kg7

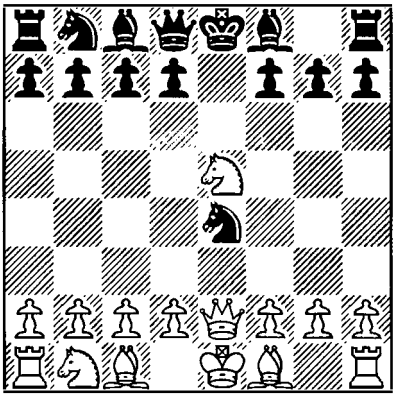

Diagram 35 (B)

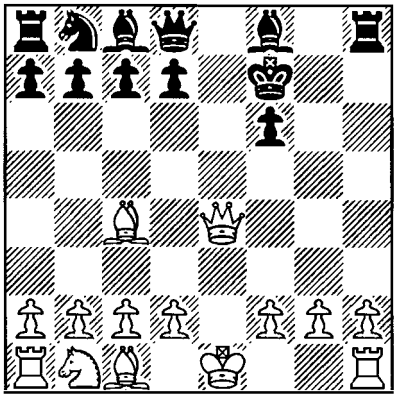

Diagram 36 (B)

Black can only avoid checkmate with 9...d5, when 10 Bxd5+ Kg7 11 Bxb7 would be enough to make Black consider resigning.

10 Qg4+ Kh7

10...Kh6 is no better due to 11 d3+ Kh7 12 Qh5+ Kg7 13 Qf7 checkmate.

11 Qh5+ Kg7 12 Qf7+ Kh6 13 d3 checkmate

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

These valuations are based on Black stumbling into the variation and being shocked by 4 Qe2. The best way forward for Black is to accept being a pawn down in return for some piece activity which, to a certain extent, will rely on his own surprise factor:

□ **J.Shaw** ■ **F.Volkmann**

European Team Championship, Plovdiv 2003

1 e4 e5 2 Nf3 Nf6 3 Nxe5 Nxe4 4 Qe2 Qe7! 5 Qxe4 d6 6 d4 dxe5 7 dxe5

White is a pawn up and it is up to Black to produce some counterplay which usually involves castling queenside.

It is also possible to play 7 Qxe5, but this is less convincing. The game G.Sergeev-V.Afromeev, Tula 2005, continued 7...Qxe5+ 8 dxe5 Bf5! 9 Bd3 (9 Nc3 is worth considering because 9...Bxc2?! 10 Nd5 Kd7 11 Bf4 gives White an edge thanks to the exposed black king) 9...Bxd3 10 cxd3 Nc6 11 f4 0-0-0 12 Ke2 f6 13 exf6 gxf6 14 Nc3 (14 Be3 is the best way to develop, in order to protect the king and prevent ...Bc5) 14...Bc5! 15 Be3 Rhe8 16 Nd1 Nb4 when Black is favourite to win.

7...Nc6 8 Bb5 (Diagram 37)

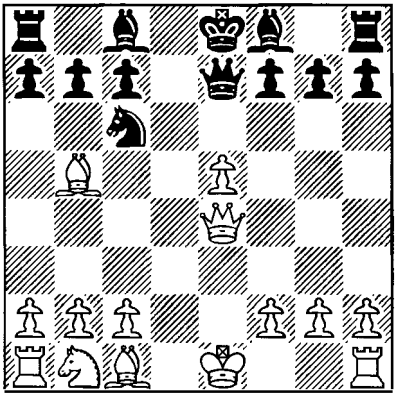

Diagram 37 (B)

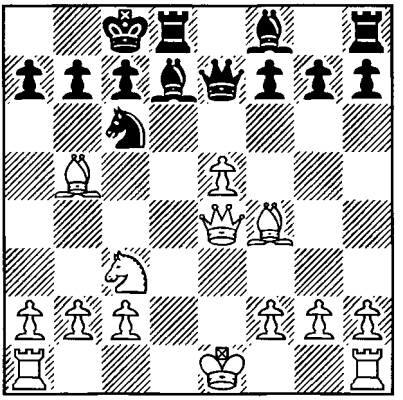

Diagram 38 (B)

I think this is the best way to maintain the advantage: pinning the knight in order to preserve the e5-pawn. There are plenty of ways for Black to go wrong so White has all the fun. The reason why I did not like the obvious 8 f4 to support the pawn is 8...Bg4! aiming to castle queenside. For instance, after 9 Bb5?! 0-0-0 10 Nc3 (and not 10 0-0? Qc5+ 11 Kh1 Qxb5 winning) 10...Nd4 11 Bd3 Qh4+ 12 g3 Qh3 Black has excellent play.

8...Bd7 9 Nc3 Qb4

This is the accepted way for Black to fight back, but accurate play by White will extract an advantage. Others:

a) 9...Qxe5?? is hopeless due to 10 Bxc6 Qxe4+ 11 Bxe4 and White is a piece up.

b) 9...Nxe5 10 Nd5 Qd6 11 Bxd7+ Kxd7 12 Bf4 Re8 13 0-0-0 Kc8 14 Rhe1 f6 15 Nxf6 Qxf6 16 Bxe5 gives White a great game thanks to the extra pawn. Note that 16...Qxf2? goes wrong in spectacular fashion after 17 Qg4+ Kb8 18 Bxc7+! Kxc7 19 Qd7+ Kb6 20 Rxe8 winning.

c) 9...0-0-0 10 Bf4 **(Diagram 38)** and now:

c1) 10...g6 11 0-0-0 Bg7 12 Rhe1 Bf5 13 Qa4 Nxe5 was seen in M.Fränzel-U.Hammermeister, Solingen 2005, when White could have created a winning position with 14 Qxa7 and the threat of Qa8+ checkmate.

c2) 10...a6 11 Bc4 Be6 12 Bxa6! Kb8 (12...bxa6 allows 13 Qxc6 when the threat of Qxa6+ is strong) 13 Bb5 Rd4 (13...Nd4 allows 14 0-0-0 and White is clearly better, for example 14...Bf5 15 Qe3 Nxc2 16 Rxd8+ Qxd8 17 Qg3 followed by 18 Rd1) 14 Qe3 Nb4 15 Ba4 Qc5 16 0-0 g5 17 Bxg5 Nd5 18 Nxd5 Bxd5 19 Rad1 1-0 G.Sax-K.Hulak, Budapest 1975.

10 Bc4 0-0-0 11 a3 Qa5 12 Bxf7 Nxe5

After 12...Qxe5 13 Qxe5 Nxe5 14 Bb3 White has a comfortable ending thanks to the extra pawn.

13 b4 Bxb4

Black is obliged to enter the complications, because if the queen retreats then White just takes the knight on e5.

14 Qxb4 Qxb4 15 axb4 Nxf7 16 Rxa7 (Diagram 39)

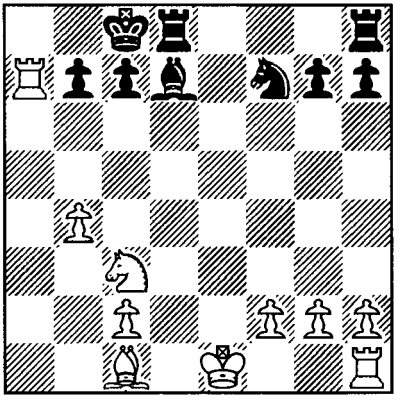

Diagram 39 (B)

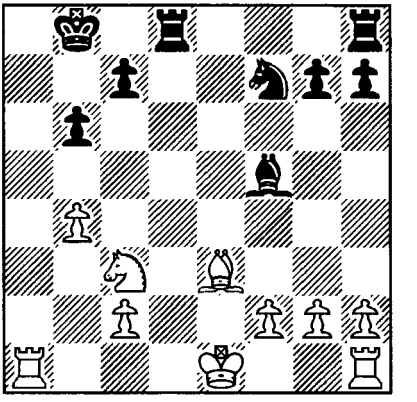

Diagram 40 (W)

White is still a pawn up, but Black is relying on targeting the c2-pawn and his rooks causing trouble by occupying the central files.

16...Kb8

Black has tried other moves to wrestle something out of this position, but White has few problems:

a) 16...Rhe8+ 17 Be3 Bf5 18 Ra2 Re6 19 Nb5 (19 0-0! is a significant improvement, when if Black chases a pawn he gets into trouble: 19...Rc6 20 Nb5 Rxc2 21 Ra8+ Kd7 22 Rxd8+ Nxd8 23 Nd4 and the knight fork wins for White) 19...Rd5 20 c4 Rd3 21 Ra8+ Kd7 22 0-0 gave White the slightly better prospects in A.Naiditsch-F.Volkmann, European Championship, Istanbul 2003.

b) 16...Bf5 17 Ra2 Rd4! 18 b5 Rhd8 19 f3 (I think 19 Be3 Rc4 20 Ra8+ Kd7 21 Rxd8+ Kxd8 22 Kd2 Nd6 23 Re1 favours White too) 19...Kb8 20 Ke2 Re8+ 21 Be3 Rc4 22 Rha1! (the threat of Ra8 checkmate helps White consolidate his advantage) 22...Kc8 23 Ra8+ Kd7 24 Rxe8 Kxe8 25 Kd2 Nd6 26 g4 Bg6 27 f4 Ne4+ 28 Nxe4 Bxe4 29 c3 b6 30 Bd4 Kf7 31 Ra7 Kg6 32 Be5 Bf3 33 Bxc7 Bxg4 34 Be5 1-0 M.Rohde-C.Joehnk, Internet 2004.

17 Be3 b6 18 Ra1 Bf5 (Diagram 40) 19 0-0

Here I would suggest 19 Nb5!, when 19...Bxc2 is harmless due to 20 Nxc7 Kxc7 21 Rc1 and White remains a pawn up in the ending.

19...Bxc2 20 Rfc1 Bd3

Now the material is equal and the game ended up as a draw:

21 Bf4 Rd7 22 Ra3 Rhd8 23 f3 g5 24 Bg3 Nd6 25 Rca1 h6 26 Nd5 Nb5 27 Nxb6 Nxa3 28 Nxd7+ Rxd7 29 Rxa3 Kb7 30 Bf2 Be2 31 Be3 Bb5 32 Kf2 Rd5 33 Rc3 Kc8 34 g4 c6 35 Kg3 Kd7 36 h4 Ke6 37 h5 Rd3 38 Rxd3 Bxd3 39 f4 Kf6 40 Bd4+ Kf7 41 Bb6 gxf4+ 42 Kxf4 Be2 43 Be3 Kg7 44 Bd4+ ½-½

I think Black will usually have prepared this line if they know about the resources available, so White's 4 Qe2 will have less surprise value.

Beating The Tornado

In 1988 Viswanathan Anand became India's first grandmaster and went on to become one of the most famous chess players in the world. His fame escalated in 2007 when he was crowned undisputed World Champion.

In the 1980s Anand's style was astonishing to watch because he would play very quickly, so that amongst his fellow players he earned the nickname *The Tornado*. It was possible for him to beat grandmasters in just ten minutes. In an interview he revealed that the secret of his success was to think in his opponent's time, who usually consumed two hours on the chess clock just to lose.

The Tornado was blown out in 1988 after Anand played the opening at lightning speed and had to resign after a mere six moves – his shortest ever loss. From then on he took more time to choose his moves.

□ **A.Zapata** ■ **V.Anand**
Biel 1988

1 e4 e5 2 Nf3 Nf6 3 Nxe5 d6 4 Nf3 Nxe4 5 Nc3 Bf5?? (Diagram 41)

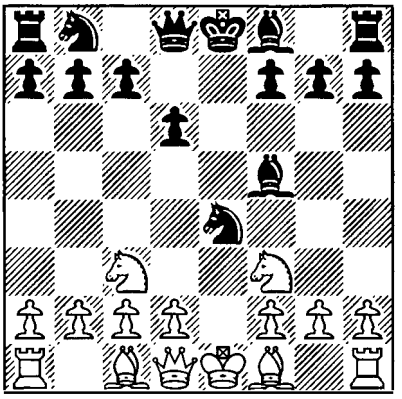

Diagram 41 (W)

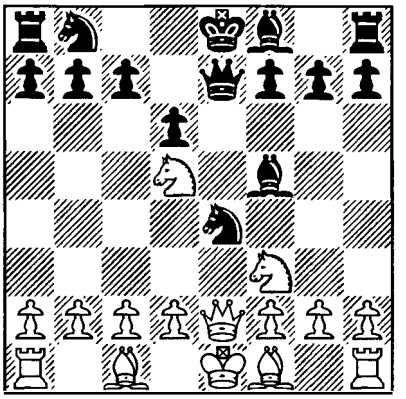

Diagram 42 (B)

This lazy move supporting the knight on e4 was given as a theoretical novelty in the respected *Informator* publication, reporting the grandmaster encounter A.Miles-L.Christiansen, San Francisco 1987, which continued 6 Nxe4 Bxe4 7 d3 Bg6 8 Bg5 Be7 9 Bxe7 Qxe7+ 10 Be2 Nc6 11 0-0 0-0 12 Re1 Rae8 13 Qd2 Ne5 14 d4 Nxf3+ 15 Bxf3 Qd7 16 c3 b6 17 Rxe8 Rxe8 18 Re1 Rxe1+ 19 Qxe1 Kf8 20 g3 ½-½.

Anand had apparently briefly looked in the book and decided to copy the example. However, he did not know the friends had agreed a draw in advance, and that when Black had made his fifth move the Englishman Tony Miles had started to smile and clean the e2-square with his fingers. Such things are not reported in serious chess books, and this led to Anand's humiliation.

6 Qe2! 1-0

Zapata found the right move in the new position and Anand suddenly realized he was going to lose a piece and gave up. If 6...d5 then simply 7 d3 wins because the knight is pinned.

Can it still work?

The quick answer is "yes". The *Informator* book is now available on computers and people seeking something slightly unusual are attracted to this line. The fact that a

couple of respected grandmasters drew with Black helps to encourage others to adopt the line. I have also seen several games where Black did not want to enter the main lines with 5...Nxc3 and instead found the blunder 5...Bf5??. This is when one can pounce on the mistake if you have prior knowledge:

☐ **J.Shaw ■ R.Takahashi**
Cappelle la Grande 2005

1 e4 e5 2 Nf3 Nf6 3 Nxe5 d6 4 Nf3 Nxe4 5 Nc3 Bf5??

It is best to be prepared in case Black plays the correct moves. Ironically Anand has recently taken up this line as White, and after 5...Nxc3 6 dxc3 (White voluntarily allows doubled c-pawns in return for a semi-open file for his rook when he castles queenside) 6...Be7 7 Bf4 0-0 8 Qd2 Nd7 9 0-0-0 Nc5 10 Be3 (instead 10 Nd4 Re8 11 f3 Ne6 12 Be3 led to equal chances in Mi.Adams-V.Kramnik, Wijk aan Zee 2008) 10...Re8 (or 10...c6 11 Bxc5 dxc5 12 Qf4 Qa5 13 Bd3 Be6 14 a3 with a level position, P.Leko-V.Kramnik, Wijk aan Zee 2008) 11 Bc4 Be6 12 Bxe6 Nxe6 13 h4 Qd7 14 Qd5 (14 Qd3!? intending 15 Ng5 is worth considering) 14...Qc6 15 Qf5 Qc4 the players eventually drew in V.Anand-V.Kramnik, Wijk aan Zee 2008.

6 Qe2 Qe7 7 Nd5 1-0 (Diagram 42)

The black queen is under attack, while after 7...Qd8 or 7...Qd7 to keep guard of the c7-pawn White can play 8 d3 and the black knight cannot move away from danger due to the pin on the e-file.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

DID YOU KNOW? In 1998 India's premier sports magazine, *Sportstar*, called Anand the sportsperson of the millennium.

Blackburne's Shilling Gambit

The story behind this trap is that eminent English chess player, Joseph Blackburne (1841-1924), used it against amateurs to win the stake of a shilling, which is a pre-

decimal currency coin worth 12 old pence. The story cannot really be backed by historical documents but has entered chess folklore.

☐ **M.I.Samer** ■ **Ju.Reyes**
World Junior Championships, Timisoara 1988

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1 e4 e5 2 Nf3 Nc6 3 Bc4 Nd4?! (Diagram 43)

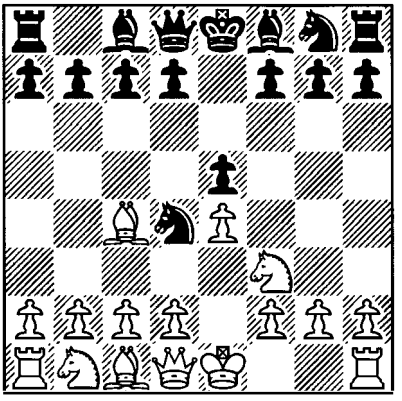

Diagram 43 (W)

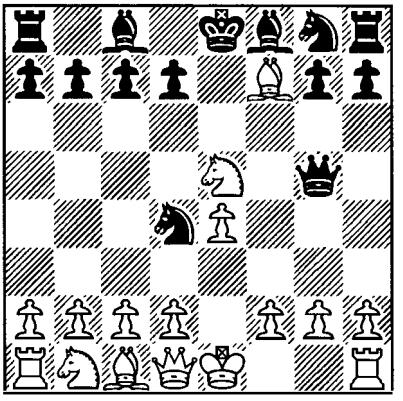

Diagram 44 (B)

4 Nxe5

White is starting to go wrong by being attracted by the pawn on offer. This is the first move that a lot of improvers play but it is not the best. Black has moved a piece twice in the opening so 4 Nc3 would give White a lead in development. Also good is 4 Nxd4 exd4 5 c3, when 5...Bc5? fails to 6 Bxf7+! Kxf7 7 Qh5+ g6 8 Qxc5 and White ends up with an extra pawn and a very good position.

4...Qg5

A good tip for juniors is to produce their Oscar performance at this point. This is to look puzzled and even dismayed so that their opponent will be convinced by such acting to try and grab more material.

5 Nxf7?

The lure of a knight fork is strong for the vast majority of players but it is completely wrong. After a lot of analysis it has been decided that 5 Bxf7+ **(Diagram 44)** is the best way forward. For example:

a) 5...Ke7 6 0-0 Qxe5 7 Bxg8 Rxg8 8 c3 Nc6 9 d4 Qf6 10 Qh5 and White has compensation in the form of the two pawns and the poor placement of the black king.

b) 5...Kd8! (the king is slightly safer on this square and does not block in his dark-

squared bishop) 6 0-0 (if instead 6 Ng4 then 6...Nh6! 7 c3 Nc2+ 8 Qxc2 Qxg4 9 0-0 Nxf7 and I prefer Black) 6...Qxe5 7 c3 Nc6 8 d4 is met by 8...Qf6 (but not 8...Qxe4?? 9 Re1 Qf5 10 Re8 checkmate) 9 Bb3 d6 with roughly equal chances.

5...Qxg2 6 Rf1

After 6 Nxh8 Qxh1+ 7 Bf1 Qxe4+ 8 Be2 Nxc2+ 9 Kf1 Qh1 is checkmate.

6...Qxe4+ (Diagram 45)

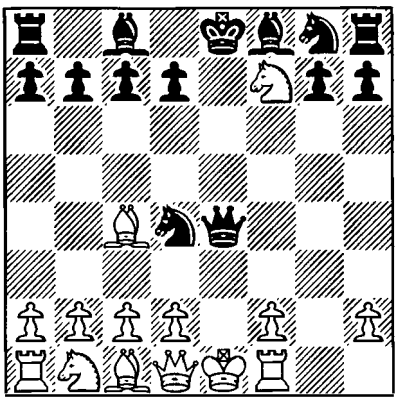

Diagram 45 (W)

7 Be2

Of course 7 Qe2 is tantamount to resigning due to 7...Nxe2 8 Bxe2 Kxf7.

7...Nf3 checkmate

I know from my own experience as a chess coach that this line works very well at junior level where the players are relatively new to the game. The lure of lots of material proves too tempting for White time and time again.

■

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

DID YOU KNOW? The tournament book of Vienna 1873 called Blackburne the "Black Death" and the nickname stuck.

The Jerome Gambit

I always thought this wacky opening was just a result of outrageous play on the Internet. This is because it has proved popular in online blitz games, where unusual moves can catch people out by gaining time on the clock. After a little research I discovered that the opening is named after the American player Alonzo Wheeler Jerome (1834-1902) of Paxton, Illinois, and was analysed in the *American Chess Journal* in 1874. It has to be remembered that in the 19th century people liked to attack and never defend, but even so his gambit is extraordinary.

Let us first look at the perfect example:

□ P.Banks ■ Karmmark
Internet (blitz game) 2007

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 Bxf7+? (Diagram 46)

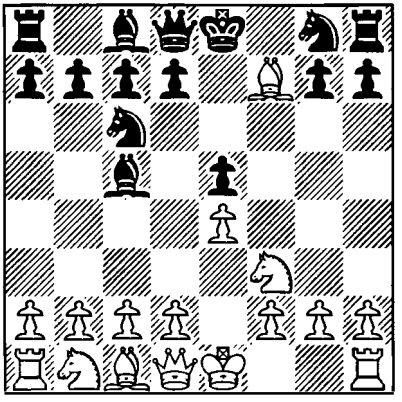

Diagram 46 (B)

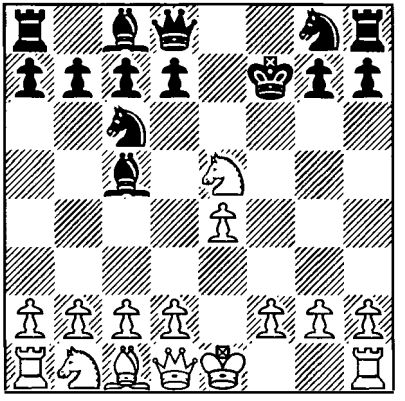

Diagram 47 (B)

The starting point of the Jerome Gambit. The great benefit of playing this in something like a one minute game on the Internet is that it is the last move your opponent will be expecting.

4...Kxf7 5 Nxe5+? (Diagram 47)

Yes, this is an established line, even though it is dreadful. I think anyone with good manners playing Black would now go to another room to carry on laughing.

5...Nxe5 6 Qh5+ Ke6

The natural instinct is to hang on to the extra two pieces. White can jump for joy after 6...Kf6?? in view of 7 Qf5+ Ke7 8 Qxe5+ Kf7 9 Qxc5, when White has regained both sacrificed pieces and emerged two pawns up.

7 f4 Nc6 8 Qxc5 Qe7?? (Diagram 48)

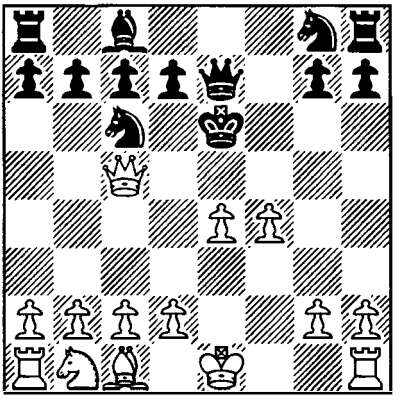

Diagram 48 (W)

The books tell us to exchange queens when a piece up, but not quite like this.

9 Qd5+ Kf6 10 Qf5 checkmate

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟
Reward	♟ ♟ ♟

Yes, the Jerome Gambit does look like a forced win, but Black has one or two defences at his disposal!

How to Refute the Jerome Gambit

There are various ways for Black to do well against the Jerome Gambit, as the sac-

rifice on f7 is simply wrong. If it's a light-hearted game on the Internet you might admire White's bravado, but if you come up against it at tournament level then it is best to be prepared:

Analysis

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 Bxf7+ Kxf7 5 Nxe5+ Nxe5 6 Qh5+ Ke6

Black is spoilt by the good alternatives; for example, 6...Kf8 7 Qxe5 d6 8 Qg3 Nf6 when White has very little for the piece.

7 f4 d6! (Diagram 49)

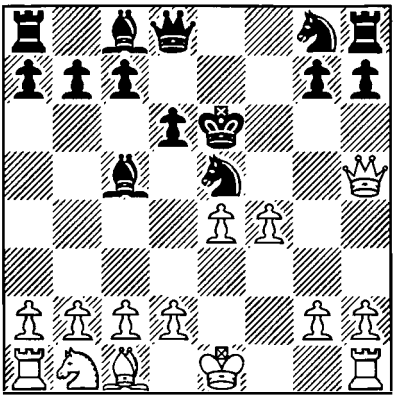

Diagram 49 (W)

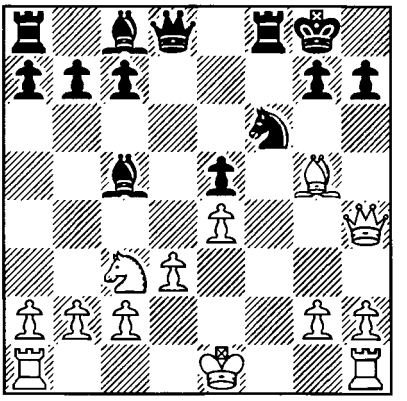

Diagram 50 (W)

I think this is the best way to defend: allowing one of the extra pieces to be taken, and in return obtaining a solid position with extra material.

8 fxe5 dxe5 9 Nc3

This is the right time for White to offer a draw, but if the offer is declined you should remember that it is frowned upon to cry at the board.

9...Nf6 10 Qh4 Rf8 11 d3 Kf7 12 Bg5 Kg8 (Diagram 50)

Black has artificially castled and now has a big advantage, thanks to his extra piece for just one pawn.

Chapter 2

Semi-Open Games: 1 e4 – Various Replies

In this chapter I look at various opening tricks which are ideal for club and tournament players, as they lead to positions where it is easy for the opponent to go wrong. They might be games which have been played some time ago, but continue to catch people out. I think this is partly because some people nowadays rely on their computer databases to learn an opening and, when faced with thousands of games, only look at the main lines. Therefore, if you play something slightly different they have to think for themselves and things can go dramatically wrong. There are occasions, I have to admit, when someone will see your devious trap and take evasive action. I have tried to cover this possibility in the notes and even included the occasional game where the trick is avoided, to help provide an opening repertoire.

Sicilian Defence

Beating the Wing Gambit

The Wing Gambit was mentioned by Gioacchino Greco (1600-1639) in his manuscript compiled in 1619. It is still played today, usually by those who just want to play something different.

□ K.Shirazi ■ J.Peters
US Championship, Berkeley 1984

1 e4 c5 2 b4 cxb4 3 a3 (Diagram 1)

This is the standard way to play the Wing Gambit. White offers to exchange pawns on a3, after which the queen's rook will be active on the a-file, while recapturing on a3 with the bishop accelerates his development.

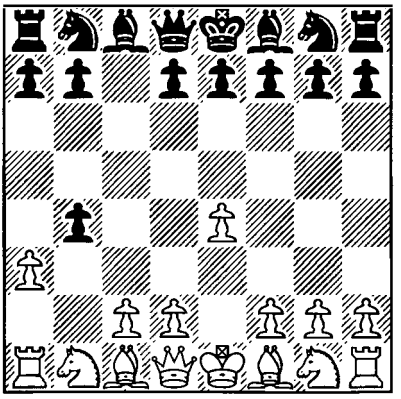

Diagram 1 (B)

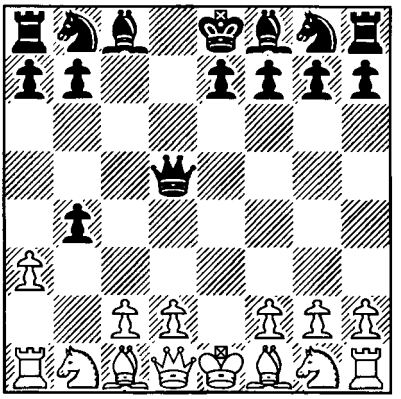

Diagram 2 (W)

Also possible is 3 Bb2 d5 (the thrust in the centre is the recommended response to this gambit opening; the idea is to activate the queen and open lines for his pieces) 4 exd5 Qxd5 5 Nf3 (White carries on developing, which I think is the best approach) 5...Nf6 6 c4 bxc3 7 Nxc3 Qa5 8 Bc4 (a logical choice to pinpoint f7 as a target and maintain the temporary initiative provided by the lead in development) 8...e6 9 0-0 Ba3 (Black is eager to thwart White's attacking ambitions by exchanging the dark-squared bishops) 10 Qb3 Bxb2 11 Qxb2 0-0 and Black consolidated the extra pawn, Z.Harari-A.Dunnington, Highgate 1997.

3...d5

Peters challenges the centre and ignores the a3-pawn. I think Black should avoid 3...bxa3, but one still needs to know the options. For example, 4 Nxa3 e6 5 Nf3 (this works out well with the emphasis on rapid development, though other moves are possible) 5...d5 6 exd5 exd5 7 Bb5+ Nc6 8 0-0 (as usual in this line it is important for White to get on with the job of developing in order to maximize attacking options) 8...Bd6 9 Bb2 (the bishop takes its place on the long diagonal, which is virtually an automatic idea having made space for it with 2 b4) 9...f6 10 c4! was J.Perez Reclusa-A.Skripchenko, Pamplona 2000. White is playing very energetically and is seeking to undermine the centre and open more lines for his pieces.

4 exd5 Qxd5 (Diagram 2) 5 axb4??

The obvious move is to grab the pawn back; and when you are playing in the US

Championship, with the knowledge that every move will be scrutinized around the world, you don't want to go wrong. The motivation was probably based upon the line 5...Qe4+ 6 Ne2 Qxb4, which is a little bit greedy in view of 7 Na3 planning to chase the black queen around the board.

The benefit of hindsight suggests that 5 Bb2 was necessary, when I think 5...e5 is fine for Black.

5...Qe5+ 0-1 (Diagram 3)

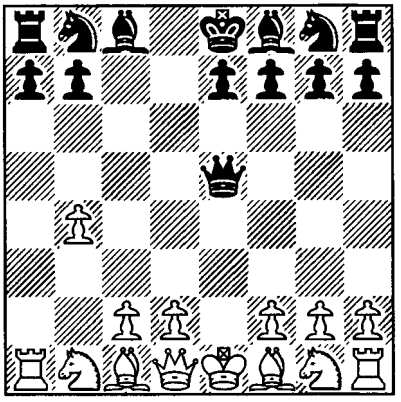

Diagram 3 (W)

Instead of just picking up the b4-pawn, Black pockets the rook on a1. Can history be repeated? The answer is "yes" judging by the following games:

a) 6 Ne2 Qxa1 7 Nec3 e6 8 Ba3 a5 0-1 D.Dragicevic-C.Savige, Melbourne 2002.

b) 6 Qe2 Qxa1 7 Qc4 (or 7 Qb5+ Nc6 0-1 A.Golubeva-A.Gavryuchenkova, Moscow 2004) 7...Bd7 8 Qb3 Qe5+ gave Black a winning advantage in S.Szabo-C.Horvath, Budapest 2001.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟
Risk	♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

DID YOU KNOW? Shirazi holds a chess record – the quickest loss in the history of the US Championship.

The Accelerated Dragon Trap

This trap occurs when Black wants to play the Accelerated Dragon, but uses a move order to avoid the solid line for White known as the Maróczy Bind, which occurs after 1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nxd4 g6 and now 5 c4. So Black encourages White to play Nc3 to prevent the c-pawn advancing:

□ E.Tairova ■ L.Alaverdyan
World Junior Championships, Yerevan 2007

1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 g6

Obviously White cannot now play c2-c4 since the knight is in the way, but she can interfere with Black's plans in another way:

6 Nxc6 bxc6 7 e5 (Diagram 4)

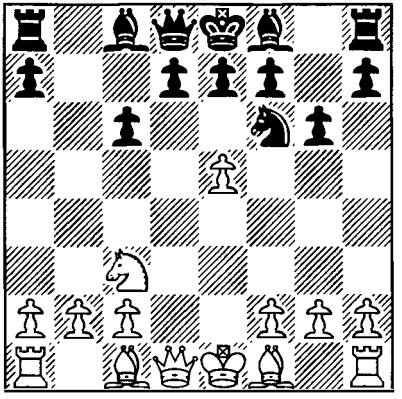

Diagram 4 (B)

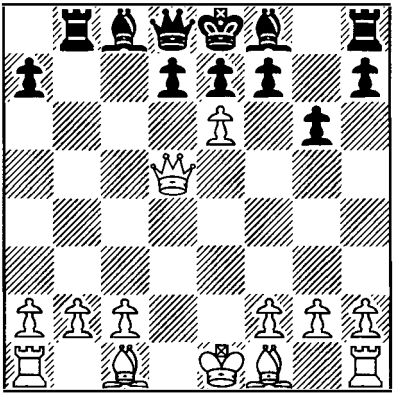

Diagram 5 (B)

7...Nd5?

The idea of giving up a pawn on d5 is borrowed from another line where Black follows up with ...Rb8 and ...Bb7 with reasonable compensation, but crucially...g7-g6 is not normally played.

It might look ugly but the best move in the position is the passive retreat 7...Ng8, when 8 Bc4 Bg7 9 Qf3 f5 (of course 9...Nh6 fails to 10 Bxh6 Bxh6 11 Qxf7 checkmate) 10 Bf4, intending to castle queenside, gave White the superior game thanks

to his lead in development in G.Lane-M.Apicella, Cappelle la Grande 1991.

8 Nxd5 cxd5 9 Qxd5 Rb8 10 e6! (Diagram 5)

A simple but brilliant move, which suddenly introduces the prospect of Qe5 forking the two rooks.

10...Bg7

Black has to cover the e5-square, but this comes at the price of a pawn and the black king losing his right to castle.

The alternative is 10...f6 11 Bf4 when play might continue:

a) 11...Rxb2? is refuted by 12 0-0-0! (adding to the pressure on the d7-pawn and hitting the rook on b2 with the white king) 12...Rb6 13 Bb5 Rxe6 14 Qxe6 1-0 G.Lane-P.Chapman, Internet 2008.

b) 11...Rb6 12 0-0-0 Rxe6 13 Bb5 Rb6 14 Rhe1 a6 15 Ba4 Bg7 16 Bd6 Bb7 17 Qc5 f5 18 Bxe7 1-0 M.Zufic-D.Grguric, Porec 2003.

c) 11...Rb4 12 Bb5! Rxf4 13 Rd1! (if now 13 0-0-0?! Bh6! threatens an annoying discovered check) 13...Bh6 14 exd7+ Kf8 15 0-0! (the bishop on c8 has no escape square so there is time to bring the king's rook into play) 15...Bxd7 16 Qb7 planning to take on d7 with the rook, ensuring a big advantage.

11 exf7+ Kf8 12 Bh6! (Diagram 6)

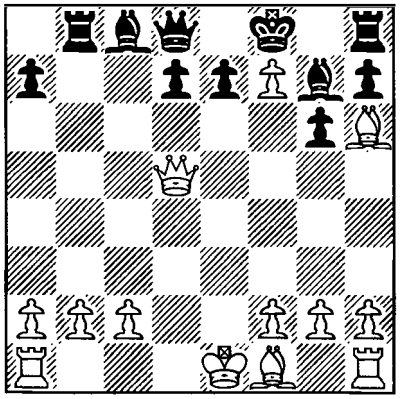

Diagram 6 (B)

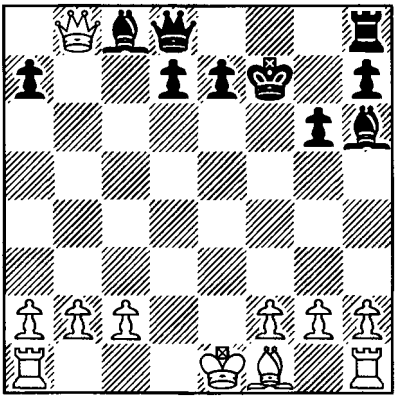

Diagram 7 (B)

A nice way to increase the pressure and prepare to castle queenside.

12...Bxh6

If 12...Qc7 13 Bxg7+ Kxg7 14 0-0-0 is good for White; while after 12...Rxb2? White can play the visually impressive 13 Qe5! and look forward to claiming the prize for the best game.

13 Qe5 Kxf7 14 Qxb8 (Diagram 7)

White has gained material and went on to win in 36 moves.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

The Fischer Trick

Robert James Fischer (1943-2008) was a legend in the chess world, becoming the youngest ever (at that time) grandmaster at the age of 15, winning numerous world-class tournaments, and having an attitude of wanting the best conditions to play chess. He reached the pinnacle in 1972 when he took the title of World Champion by beating Boris Spassky, which put chess seemingly on the front page of every paper around the world. Then, at the peak of his powers, he gave up the game and became something of a recluse.

In the following encounter Bobby, as he was fondly called, is up against an arch-rival who had dominated American chess for years:

□ R.J.Fischer ■ S.Reshevsky

US Championship, New York 1958

1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nxd4 g6 5 Nc3 Bg7 6 Be3 Nf6 7 Bc4 0-0 8 Bb3 Na5?

Black is keen to exchange the light-squared bishop, which is traditionally a strong attacking piece in this variation. Instead, 8...d6 is a sensible alternative, and if 9 h3 then 9...Na5 is possible.

9 e5! (Diagram 8)

This is why ...d7-d6 is required first, to stop the black knight from being forced to retreat.

9...Ne8

Black can avoid an immediate calamity with 9...Nxb3, but after 10 exf6 Nxa1 11 fxg7 Nxc2+ 12 Nxc2 Kxg7 13 Bxa7 (White wins a pawn back as the bishop is immune due to the prospect of Qd4+; although I also like 13 0-0 to concentrate on development, when 13...a6 allows 14 Nd5 with a great position) 13...d6 14 0-0

White has the superior chances because his two pieces will work better than Black's extra rook in this position.

Incidentally 9...Nh5? is met by 10 g4 trapping the knight.

10 Bxf7+!! Kxf7

If 10...Rxf7 or 10...Kh8 then 11 Ne6 wins the queen.

11 Ne6! (Diagram 9)

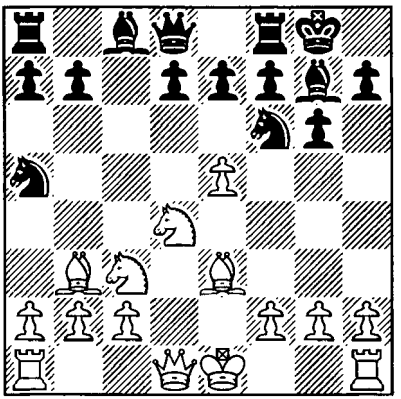

Diagram 8 (B)

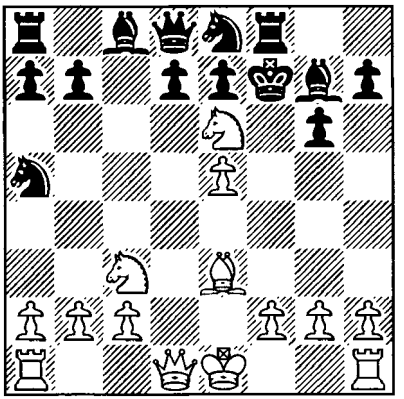

Diagram 9 (B)

This caused a sensation in the chess world at the time, the young Fischer crushing such a top player with a brilliant opening trick. The man himself later modestly revealed he was merely copying a game G.Bastrikov-L.Shamkovich, Sochi 1958, featured in the Russian magazine *Shakhmaty Bulletin*. Still, it was a sign that Fischer's preparation in the opening was at the highest level.

11...dxe6

11...Kxe6 is examined in the next game.

12 Qxd8

White's aggressive opening play has been rewarded with a queen for two pieces, which is enough to ensure success without too much difficulty.

12...Nc6 13 Qd2 Bxe5

In B.Schippan-R.Graeber, Ruhrgebiet 2004, Black failed to improve on history with 13...Nxe5 14 Qe2 Nd6 15 Bd4 Nc6 16 Bxg7 Kxg7 17 h4 h5 18 0-0-0 e5 19 Nb5 Nxb5 20 Qxb5 Rxf2 21 Rhf1 Rxg2 22 Qb3 Bg4 23 Rf7+ Kh8 24 Qxb7 Rc8 25 Qxc6! 1-0.

14 0-0 (Diagram 10)

White has a big material advantage and can look forward to attacking the exposed

black king. The game concluded:

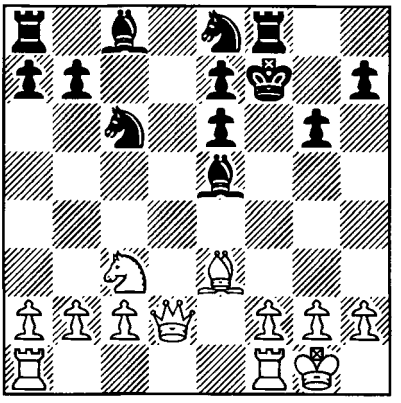

Diagram 10 (B)

14...Nd6 15 Bf4 Nc4 16 Qe2 Bxf4 17 Qxc4 Kg7 18 Ne4 Bc7 19 Nc5 Rf6 20 c3 e5 21 Rad1 Nd8 22 Nd7 Rc6 23 Qh4 Re6 24 Nc5 Rf6 25 Ne4 Rf4 26 Qxe7+ Rf7 27 Qa3 Nc6 28 Nd6 Bxd6 29 Rxd6 Bf5 30 b4 Rff8 31 b5 Nd8 32 Rd5 Nf7 33 Rc5 a6 34 b6 Be4 35 Re1 Bc6 36 Rxc6 bxc6 37 b7 Rab8 38 Qxa6 Nd8 39 Rb1 Rf7 40 h3 Rfxb7 41 Rxb7+ Rxb7 42 Qa8 1-0

? DID YOU KNOW? Fischer played in eight US Championships, winning every time – including one with the perfect score of 11 out of 11.

Can History Be Repeated?

The short answer is "yes" because Fischer's Trap continues to catch out strong players in the opening. I think this is partly because of the trend to play lots of different opening variations. If you only use a computer database of games there are thousands to choose from and it is easy to overlook some basic tricks. Indeed, some opening books even ignore obvious traps in the misguided belief that they are well known. Then again, this sort of attitude will mean that you will be able to pick up some easy victories by remembering lines such as the Fischer Trap.

Here is a recent example:

□ M.Movsisyan ■ J.O'Neill

Euless 2005

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1 e4 c5 2 Nf3 g6 3 d4 Bg7 4 Nc3 cxd4 5 Nxd4 Nc6 6 Be3 Nf6 7 Bc4 0-0 8 Bb3 Na5?!

9 e5! Ne8 10 Bxf7+!! Kxf7 11 Ne6! Kxe6 (Diagram 11)

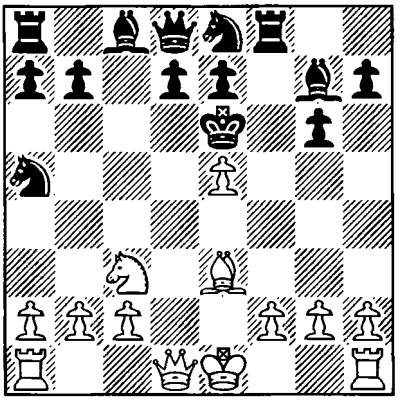

Diagram 11 (W)

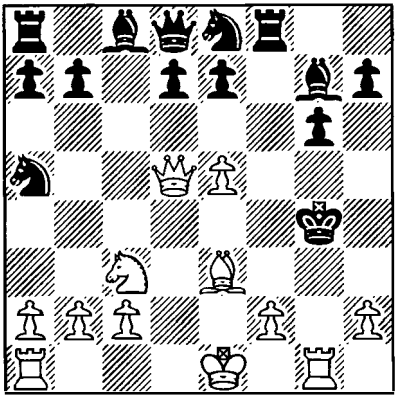

Diagram 12 (B)

White needs to know what to do if anyone is brave – or foolhardy – enough to capture the knight with their king.

12 Qd5+

The start of a sequence which forces checkmate.

12...Kf5 13 g4+ Kxg4 14 Rg1+ (Diagram 12) 14...Kf5

There is no escape:

a) 14...Kh4 15 Qe4+ Rf4 (or 15...Kh5 16 Qg4 checkmate) 16 Qxf4+ Kh3 17 Qg3 checkmate.

b) 14...Kh5 15 Qg2 1-0 M.Palac-P.Ostojic, Belgrade 1988, as checkmate follows next move on g5, g4 or h3.

15 Rg5 checkmate

There is still scope to lure Black into the line, even when a couple of additional moves have been made:

□ **S.Reutsky** ■ **J.Vitovec**

Pardubice 2005

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1 e4 c5 2 Nf3 Nc6 3 Nc3 g6 4 d4 cxd4 5 Nxd4 Bg7 6 Be3 Nf6 7 Bc4 0-0 8 Bb3 a6 9 f3

White supports his e4-pawn and rules out any chance of ...Ng4.

9 h3 is another way to stop the black knight occupying the g4-square, and that

also led Black into a state of carelessness in A.Parkanyi-E.Golovko, Gyongyos 1995. There followed 9...Na5? 10 e5 Ne8 11 Bxf7+!! Kxf7 12 Ne6 dxe6 (12...Kxe6 is hopeless in view of 13 Qd5+ Kf5 14 g4 checkmate) 13 Qxd8 and White was winning comfortably. I will give the rest of the game to demonstrate how the material advantage might be converted into victory: 13...Nc6 14 Qd1 Nxe5 15 0-0 Nd6 16 Bd4 Nf5 17 Bxe5 Bxe5 18 Qe2 Bg7 19 Rad1 e5 20 Ne4 h6 21 c3 Be6 22 Nc5 Bxa2? 23 b3 Rfc8 24 Qxa2 1-0.

9...Na5? 10 e5 Ne8 11 Bxf7+!! (Diagram 13)

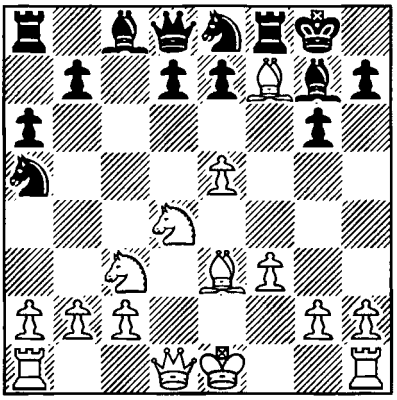

Diagram 13 (B)

The Fischer Trap works wonders even with the addition of a couple of moves. It might seem obvious now, but that is the benefit of knowing about such tactical ideas.

11...Kxf7

Instead 11...Rxf7 12 Ne6 Nc6 13 Nxd8 Nxd8 14 f4 gave White a winning position in J.Seoane Sepulveda-J.Cordon Herrera, Cadiz 2002.

12 Ne6 dxe6 13 Qxd8 Nc4

Or 13...Nc6 14 Qd2 Nxe5 15 b3 Nd6 16 Bh6 and White soon won in N.Laursen-K.Damm, Birkerod 2001.

14 Bc5 Ned6 15 Qc7 Bxe5 16 Bxd6 Nxd6 17 0-0-0 b5 18 Rhe1 Bf4+ 19 Kb1 g5 20 Nd5

20 g3, trapping the bishop, is the simple win.

20...exd5 21 Rxe7+ Kf6 22 Rxh7 Nf5 23 Qc6+ Be6 24 Re1 Be3 25 Rxe3 Nxe3 26 Rh6+ Kg7 27 Qxe6 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

The Sly Kasparov

In the introduction I mentioned that the former World Champion often employs traps in the opening and has done throughout his career. In the following game a teenage Kasparov creates a crafty trap and wins in style:

□ G.Kasparov ■ G.West
Telex 1977

1 e4 c5 2 Nf3 Nf6 3 Nc3 e6 4 d4 cxd4 5 Nxd4 Bb4 (Diagram 14)

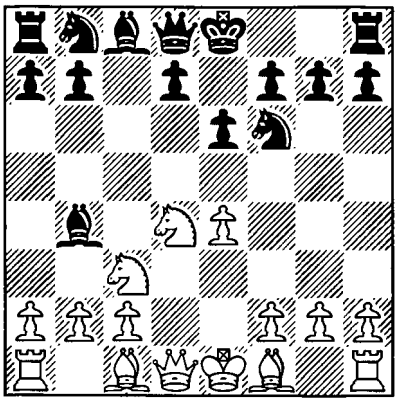

Diagram 14 (W)

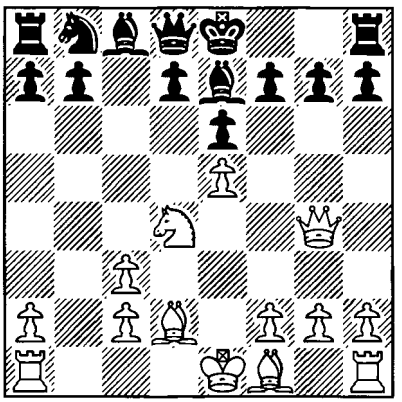

Diagram 15 (B)

The Australian apparently tried to confuse his opponent by playing something relatively unusual but it backfired. Actually, the Pin Variation used to be thought of as a dubious line, but it was revived in the 1970s and is still played occasionally. White needs to know what he is doing to avoid any tricks.

6 e5 Nd5 7 Bd2 Nxc3 8 bxc3 Bf8?!

This is a quiet line, not really in keeping with the sprit of the opening. Then again, other moves invite complications, which would be welcome news for the young Kasparov who revelled in tactics. For example:

a) 8...Be7 9 Qg4 **(Diagram 15)** and now:

a1) 9...0-0 10 Bh6 g6 11 h4! (the tempting 11 Bxf8 is what Black wants because 11...Bxf8 has shown to construct a robust defence) 11...Qa5 12 Qg3 d6 13 Nb5 with the better chances, Z.Zhao-R.Song, Canberra 2006.

a2) 9...g6 10 Bd3 (10 h4 is interesting, although 10...Nc6 is roughly equal) 10...d6 11 Bh6 dxe5 12 Bg7 Bf6?! (12...Rg8 is necessary) 13 Bb5+ Bd7 14 Bxd7+ Nxd7 15 Bxh8 Bxh8 16 Nb5 gave White the advantage in H.Hamdouchi-E.Tate, Calvia 2006.

b) 8...Ba5 9 Bd3 Nc6 10 Qg4 Kf8 (10...0-0 11 Nxc6 bxc6 12 Qe4 g6 13 0-0 also favours White) 11 Nxc6 dxc6 12 0-0 h5 13 Qf4 gives White a good position due to the poorly-placed black king, I.Kurnosov-A.Daurimbetov, Tashkent 2008.

9 Bd3 d6 10 Qe2 (Diagram 16)

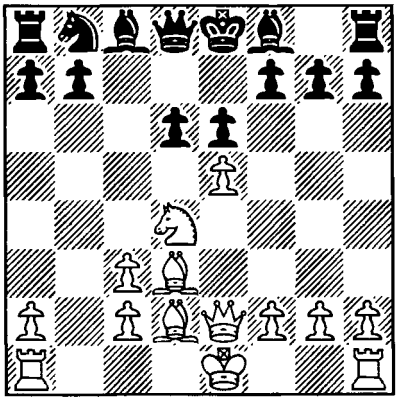

Diagram 16 (B)

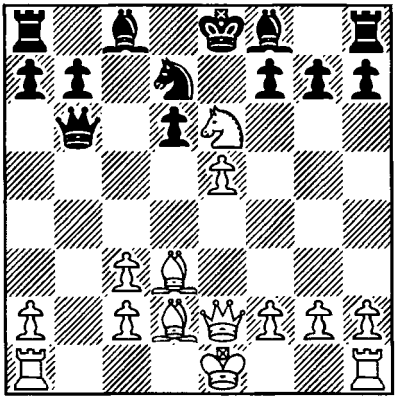

Diagram 17 (W)

Kasparov sets up a trap which, at the same time, helps to improve his position.

10...Nd7? 11 Nxe6!

Bravo!

11...Qb6 (Diagram 17)

If Black takes the knight he is soon routed: 11...fxe6 12 Qh5+ Ke7 13 Bg5+ Nf6 14 exf6+ gxf6 15 Bxf6+! Kxf6 16 Qh4+ Kf7 17 Qxd8 wins easily.

12 Nc7+! 1-0

Black resigned in view of 12...Qxc7 13 exd6+ winning the black queen.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

DID YOU KNOW? Garry Kasparov has revealed that his lucky number is 13 because he was the 13th official World Champion and was born on the 13th of April.

Morra Gambit: The Siberian Trap

This sneaky trick is a good way to catch out someone in the opening. The name is linked to the efforts of Boris Shipkov who popularized the line and hails from Novosibirsk, Siberia in Russia.

□ **D.Jerèmic** ■ **D.N.Nestorovic**
Belgrade 2006

1 e4 c5 2 d4 cxd4 3 c3 (Diagram 18)

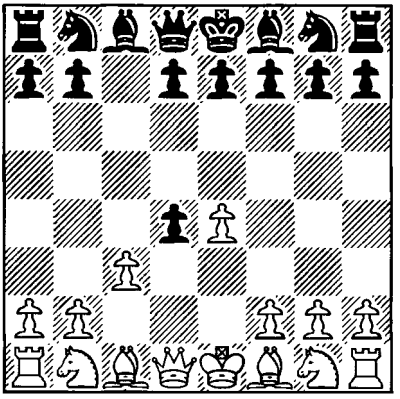

Diagram 18 (B)

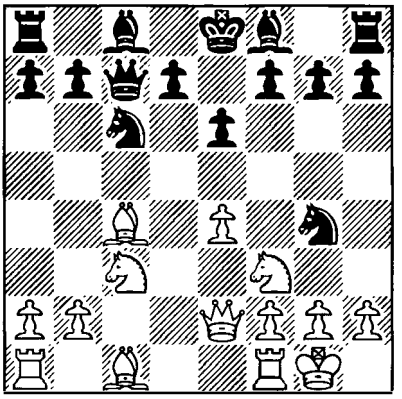

Diagram 19 (W)

The starting point of the Morra Gambit, named after the French player Pierre Morra; it has also been known as the Rivadavia Gambit. White sacrifices a pawn in return for a lead in development and some open lines to aid the attack.

3...dxc3 4 Nxc3 Nc6 5 Nf3 e6 6 Bc4 Qc7 7 Qe2 Nf6 8 0-0 Ng4!? (Diagram 19)

It seems a logical response to watch out for the advance of the e4-pawn, so this trap has the beauty of making White complacent.

9 h3??

This line continues to catch people out because the assumption is that when a piece is attacked it will be moved. It is a fatal mistake in this opening. Instead:

a) It should be noted that a casual move such as 9 Bb3?? is also severely punished with 9...Nd4! 0-1 A.Kramadzjan-B.Shipkov, Novosibirsk 1988.

b) 9 g3 has the merit of blocking the black queen's access to the h2-square, but is hardly a refutation; for instance, 9...a6 10 Nd5?! Qd8 (10...exd5 11 exd5+ Nce5 12 Nxe5 Nxe5 13 f4 Qxc4 14 Qxe5+ Kd8 15 Be3 gives White some attacking chances) 11 h3 Nge5 12 Bf4 d6 13 Ne3? Nxf3+ 14 Qxf3 g5! 0-1 S.Al Atarji-G.Todorovic, Obrenovac 2004.

c) 9 Rd1?! is well met by 9...Bc5 renewing the threat of ...Nd4 and pinpointing the f2-pawn: 10 Be3 Nxe3 11 fxe3 (the concession of doubled e-pawns gives Black a long-term advantage) 11...a6 12 Rac1 0-0 13 Bb3 Ba7 14 Nd4 Qe5 (manoeuvring the queen over to the kingside in preparation for an attack) 15 Qd3 Qg5 16 Re1 Ne5 17 Qe2 Ng4! 18 h3 Nxe3 19 Nf3 Nf5+ 20 Kh2 Qf4+ 21 g3 Qxg3+ 22 Kh1 Qxh3+ 23 Qh2 Ng3 checkmate, A.Kreiked-M.Adnani, Taza 2005.

d) 9 Nb5 is the best of the bunch; for example, 9...Qb8 10 h3 (10 e5 has been suggested) 10...h5 11 g3 (11 Be3 a6 12 Nc3 b5 13 Bb3 Be7 14 Rac1 Nxe3 15 Qxe3 Ne5 gave Black a slight edge in A.Jeremejev-A.Volodin, Tallinn 2006) 11...Bc5? (11...Nge5! is equal) 12 Bf4! Nge5 13 Nxe5 Nxe5 14 Rac1 a6 15 Bxe6! led to a White victory in A.Flitney-J.Escribano, Tuggeranong 2007.

9...Nd4! (Diagram 20)

It only now becomes clear what is happening. If 10 Nxd4 then 10...Qh2 is checkmate, while if the white queen moves then Black takes on f3 with check and gives checkmate the following move, Therefore White must suffer a catastrophic loss of material.

10 hxg4 Nxe2+ 11 Bxe2

White can resign with confidence but plays out a few more moves, probably in the hope that the miniature will not be published. The game concluded:

11...a6 12 e5

12 Be3 Be7 13 Rac1 Qa5, as in A.Muthu-J.Rao, Chennai 2004, is another reminder that White might not resign early but will still end up a loser; in this case it took 34 moves.

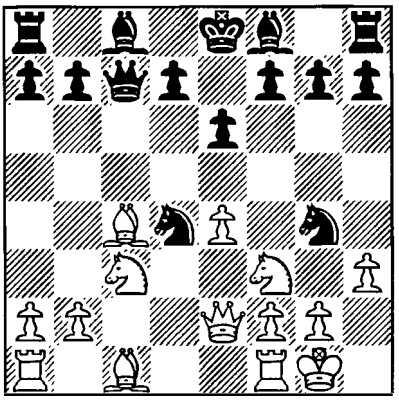

Diagram 20 (W)

12...d5 13 Bf4 Bd7 14 Rac1 Qb6 15 Be3 Qxb2 16 Bd4 Qa3 17 Nd2 Rc8 18 Nb3 Bb4 19 Rc2 Bxc3 20 Rfc1 Qxc1+ 21 Rxc1 Bxd4 22 Rxc8+ Bxc8 23 Nxd4 Ke7 24 Nb3 Bd7 25 Nc5 Bb5 26 Bd1 Rc8 27 Nb3 Ba4 28 Kf1 Bxb3 29 Bxb3 0-1

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

Caro-Kann Defence

The Caro-Kann Defence is named after the Englishman Horatio Caro and the Austrian Marcus Kann. The first time it was played in a World Championship game was by Mikhail Botvinnik in his 1958 match against Vasily Smyslov.

The Siberian Caro-Kann

This is a close relative to the previous variation in the Sicilian and demonstrates

that knowledge of opening traps can help in many different positions. In the following game ...Ng4 and ...Nd4 are key attacking ideas.

S.Erenburg ■ D.Yevseev
Alushta 2002

1 e4 c6 2 d4 d5 3 e5 (Diagram 21)

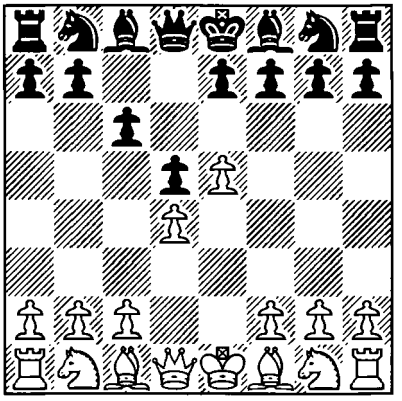

Diagram 21 (B)

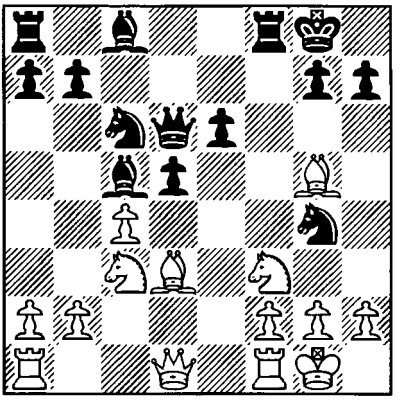

Diagram 22 (W)

This variation is known as the Advance Caro-Kann.

3...c5!? 4 dxc5 e6 5 Nf3 Bxc5 6 Bd3 Nc6 7 0-0 f6 8 exf6?!

This brings a black knight to f6 and voluntarily opens the f-file, which will benefit Black's king's rook after castling. Instead, 8 Qe2 is worth a look, to keep control of the e5-square as a way of trying to stop Black from developing smoothly; for instance, 8...fxe5 9 Nxe5 Nf6 10 Nd2 Nxe5 11 Qxe5 0-0 12 Nf3 Bd6 13 Qe2 Qc7 led to a level position in I.Yagupov-D.Yevseev, St Petersburg 2002.

8...Nxf6 9 c4 0-0 10 Nc3 Qd6 11 Bg5?

In the circumstances 11 Be3 is necessary to thwart the forthcoming attack, and after 11...Bxe3 12 fxe3 Ne5 chances are roughly equal.

11...Ng4! (Diagram 22)

Anyone who has seen the Siberian Trap in the Sicilian should quickly find this star move.

12 h3?

White is in trouble and advancing the h-pawn does little to help. Others:

a) 12 g3? is also weak in view of 12...Nxf2! 13 Rxf2 Ne5! 14 Bf4 (if 14 Be2 Ng4 wins)

14...Bxf2+ 15 Kxf2 Ng4+ 16 Ke2 e5 with a clear advantage.

b) 12 Nb5 Qb8! (the big threat is still ...Rxf3 followed by ...Qxh2 checkmate) 13 h3 Nxf2 14 Rxf2 dxc4 15 Bxc4 Ne5 16 Be2 Nxf3+ 17 Bxf3 Bxf2+ 18 Kxf2 Qe5 winning.

12...Nd4! (Diagram 23)

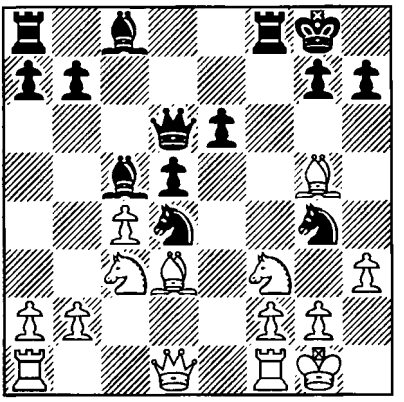

Diagram 23 (W)

The Siberian Trap is revealed because Black has found an advantageous way to eliminate the defence of the h2-square.

13 hxg4

Or 13 Bxh7+ Kxh7 14 Qd3+ Kg8 15 hxg4 Nxf3+ 16 gxf3 Qg3+ and White should do the decent thing and give up, but if not, here is the quickest win: 17 Kh1 Qh3+ 18 Kg1 Bd6! 19 Rfe1 (19 f4 loses the queen) 19...Bh2+ 20 Kh1 Bg3+ 21 Kg1 Qh2+ 22 Kf1 Qxf2 checkmate.

13...Nxf3+ 14 gxf3 Qg3+ 15 Kh1 Qh3+ 16 Kg1 Rxf3 0-1

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

Tartakower Trap

This occurs in the Tartakower Variation of the Caro-Kann, which is better known nowadays as the Fantasy Variation. Savielly Tartakower (1887-1956) was a grandmaster who liked to play offbeat openings. He said "as long as an opening is reputed to be weak it can be played", and would constantly find new ideas, some of which have withstood the test of time.

☐ **J.Skurski** ■ **P.Gasik**
Polanczyk 2000

1 e4 c6 2 d4 d5 3 f3 (Diagram 24)

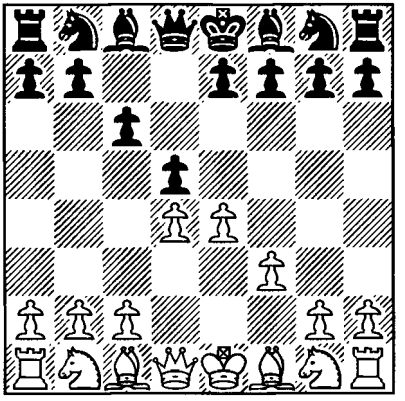

Diagram 24 (B)

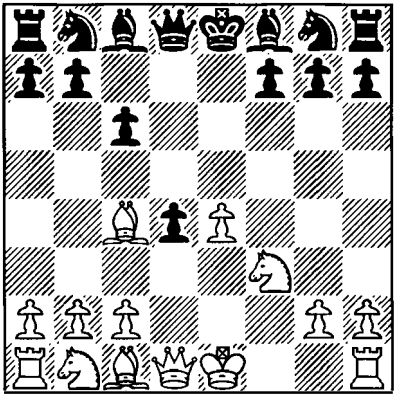

Diagram 25 (B)

This is regarded as the starting point of the Fantasy Variation.

3...dxe4 4 fxe4 e5 5 Nf3

Naturally 5 dxe5 is poor in view of 5...Qh4+ 6 Kd2 Qxe4 when the white king is exposed.

5...exd4

The obvious reply, but it grants White the opportunity to attack. It might look odd but 5...Be6!? is the accepted move here; it's hardly obvious if you don't know about it.

6 Bc4! (Diagram 25)

The prospect of castling kingside to help increase the pressure against the f7-pawn is regarded as strong for White.

6...Bb4+

This appears to put White under pressure but in fact is part of a crafty trap set by White. Other moves:

a) 6...Nd7 7 Qxd4 gives White a good position thanks to his lead in development.

b) 6...Bc5 7 0-0 (stronger than 7 Ng5 Nh6 8 0-0 0-0) 7...f6 (if 7...Nf6 8 e5 d3+ 9 Kh1 Ng4 10 Ng5 Nf2+ 11 Rxf2 Bxf2 12 Qf3 wins) 8 Nh4 g6 9 Nf5 h5 10 Nh4 Bg4 11 Qe1 Ne7 12 Rxf6 Nd7 13 Bf7+ Kf8 14 Rf1 with a strong attack in R.Schlenker-L.Korholz, Heidelberg 1979.

c) 6...Nf6 7 Ng5 Be6 8 Bxe6 fxe6 9 c3 e5 10 Qb3 Qe7 11 0-0 h6 12 Ne6 Na6 13 cxd4 exd4 14 e5 Nd5 (I.Nordhaug-M.Haslinger, Zagan 1995) and now 15 Qh3 would have been good for White.

d) 6...Be6 7 Bxe6 fxe6 8 0-0 Nf6 9 e5 Ne4 10 Qe2 Qd5 11 Re1 Nc5 12 Rd1 Qe4 13 Qf2 was better for White in A.Sventek-S.Galovic, Slovakian Team Championship 2001.

e) 6...Be7 7 0-0 Nf6 (or 7...Be6 8 Bxe6 fxe6 9 Nxd4 Nf6 10 Nxe6 Qxd1 11 Rxd1 with an extra pawn, P.Milner Barry-H.Golombek, British Championship, Hastings 1953) 8 Ng5 0-0 9 Nxf7! (this tactic has occurred numerous times) 9...Rxf7 10 Bxf7+ Kxf7 11 e5 Nbd7 12 exf6 Nxf6 13 Nd2 Qd5 14 Nf3 gave White a clear advantage in G.Aturupana-J.Santos, Lucerne Olympiad 1982.

7 c3 dxc3 8 Bxf7+ Kxf7

Perhaps 8...Ke7 might be the best try, but White is still on top after 9 Qb3! **(Diagram 26)** and then:

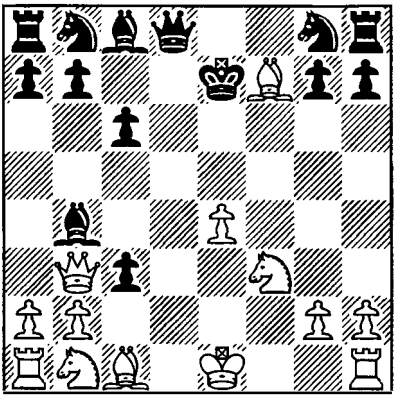

Diagram 26 (B)

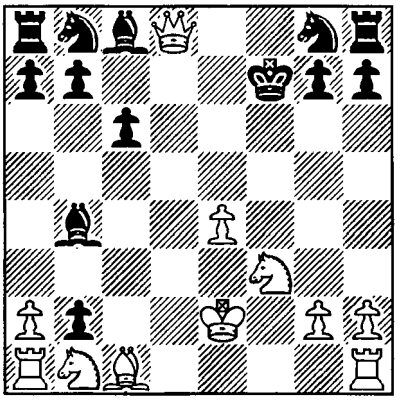

Diagram 27 (B)

a) 9...Qb6? 10 bxc3 Bc5 11 Bxg8 wins a piece.

b) 9...c2+ 10 Qxb4+ Kxf7 11 Qb3+ Ke8 12 Qxc2 (the pawn count might be equal, but

the black king is stuck in the centre) 12...Qb6 13 Nc3 followed by Bf4 and 0-0-0 gives White a terrific attack, G.Horvath-G.Magyar, Veszprem 1995.

c) 9...cxb2+ 10 Qxb4+ Kxf7 11 Bxb2 again with a strong attack, because White will soon castle whereas the black king will be badly exposed, M.Holzhaeuer-P.Heuser, Dresden 2005.

9 Qxd8 cxb2+ 10 Ke2 (Diagram 27)

It seems that Black has cleverly won a rook, but in fact he is completely lost.

10...bxa1Q

Black has tried to avoid defeat at this point with no success:

a) 10...Be7 11 Ne5+ Kf6 12 Rf1+ 1-0 O.Maiorov-A.Gutov, Yalta 1995.

b) 10...Ne7 11 Qxh8 bxa1Q 12 Ng5+ Kg6 (if 12...Kf6 13 Qf8+ Ke5 14 Qxg7+ Kd6 15 Qxa1 wins) 13 Qe8+ Kh6 14 Ne6+ 1-0 L.Rellstab-E.Keller Hermann, Duisburg 1948.

c) 10...Nf6 11 Qc7+ (not now 11 Qxh8? bxa1Q 12 Ng5+ Kg6 and White has no checkmating attack) 11...Nbd7 12 Bxb2 b6 13 Nc3 Ba6+ 14 Kd2 Rad8 15 Kc2 Rhe8 16 Rad1 Kg8 17 Rhe1 1-0 D.Cabrera Moreno-A.Garcia Asenjo, Zaragoza 1999.

11 Ng5+!

This is the key move, which allows White to force checkmate.

11...Kg6 (Diagram 28)

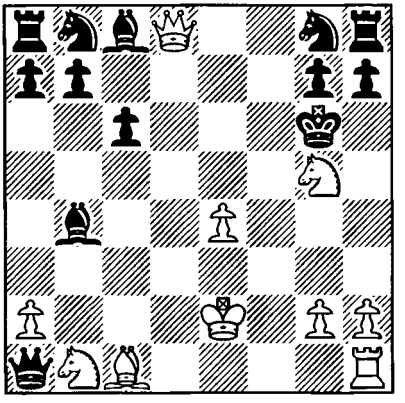

Diagram 28 (W)

12 Qe8+ Kh6

Or 12...Kf6 13 Rf1+ Bf5 14 Rxf5 checkmate.

13 Ne6+ g5 14 Bxg5 checkmate

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

Keres's Trick

Paul Keres (1916-75) was one of the strongest players in the world from the mid 1930s to the early '60s. In this game he cheekily threatens checkmate in six moves at an international tournament, and it works:

□ **P.Keres** ■ **E.Arlamowski**
Szczawno Zdroj 1950

1 e4 c6 2 Nc3 d5 3 Nf3 dxe4 4 Nxe4 Nf6 5 Qe2 (Diagram 29)

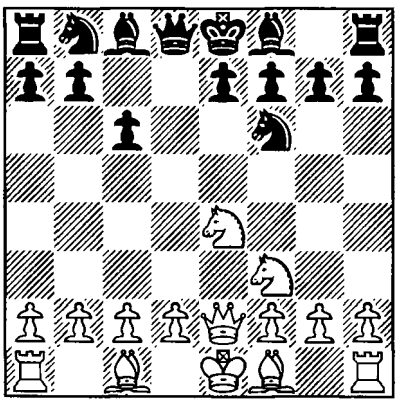

Diagram 29 (B)

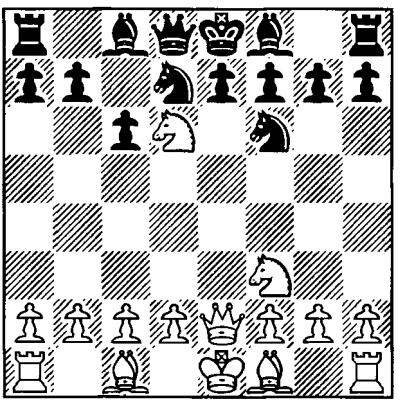

Diagram 30 (B)

This ticks all the boxes for something odd but playable, and is likely to gain plenty of time on the clock. The fun idea is:

5...Nbd7 6 Nd6 checkmate (Diagram 30)

And yes, it did happen!

DID YOU KNOW? Paul Keres is the only chess player to appear on a banknote – the 5 Kronni from his native Estonia.

Standard Move Order

It is also possible to try and emulate such a distinguished player with the usual move order of 2 d4.

□ Z.Csapo ■ K.Koczo
Budapest 2002

1 e4 c6 2 d4 d5 3 Nd2 dxe4 4 Nxe4 Nd7 5 Qe2 (Diagram 31)

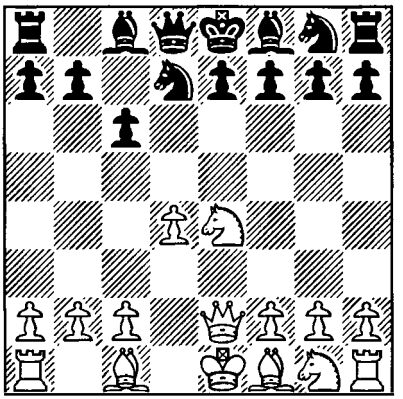

Diagram 31 (B)

The first time I saw this played in a tournament it was by a nine-year-old some years ago. His childish move was immediately ignored by his experienced opponent, who played the same move as in the main game with a flourish. The thing is that, against just about everything else, moving the king's knight to f6 is the standard reply. So, assuming that White has gone wrong, Black just carries on with the usual plan.

5...Ngf6?? 6 Nd6 checkmate

I found over 40 games at international level where this trick worked.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

If Black spots the checkmate?

It is quite likely that some players will be unwilling to join in the fun and be checkmated after six moves. Nevertheless, the opening is perfectly viable even if the trick is noticed.

☐ **T.Luther** ■ **K.Allen**
Port Erin 2003

1 e4 c6 2 d4 d5 3 Nd2

3 Nc3 transposes to the game after 3...dxe4 4 Nxe4.

3...dxe4 4 Nxe4 Nd7 5 Qe2!? Ndf6 (Diagram 32)

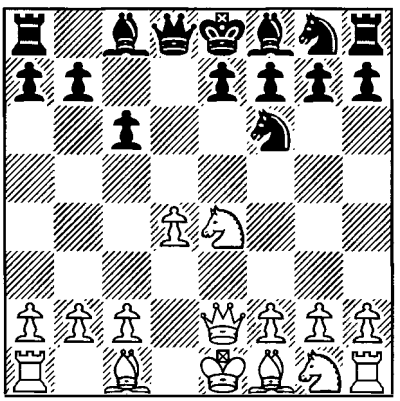

Diagram 32 (W)

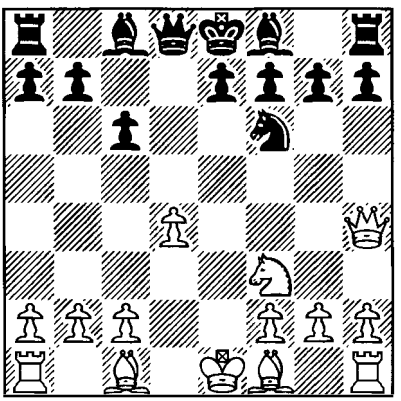

Diagram 33 (B)

Black is already playing something new because, as I said above, the standard development involves ...Ng8-f6. None of the suggestions in these notes are men-

tioned in standard reference books such as *Nunn's Chess Openings*, so there is no obvious continuation that can be adopted. The bottom line is that Black now has to decide how best to continue without resorting to a memory test of book moves.

5...e6 is solid but a little passive because the bishop on c8 will now take some time to activate. For instance, 6 Bf4 Ngf6 7 Nf3 (after 7 Nxf6+ Nxf6 8 0-0-0 Bd6 9 Be5 Qe7 10 Nf3 the position is equal, J.Aabling Thomsen-B.Nielsen, Vanlose 2005) 7...Nxe4 8 Qxe4 Nf6 9 Qd3 Be7 10 Bg3 (maybe 10 Be2 is worth considering, and if 10...Nd5 then 11 Bd2 intending c2-c4 to oust the knight from d5 with a slight edge) 10...0-0 11 Be2 b6 12 Ne5 Bb7 13 Bf3 Qc8 14 0-0 gave White a small initiative in Kr.Georgiev-T.Liverios, Estia Nea Smyrni 1978.

6 Nf3

White brings another piece into the game and waits to see if Black chooses a decent plan of development.

Instead, V.Knox-P.Wells, British Championship, Southport 1983, continued 6 Nxf6+ Nxf6 7 Nf3 Bg4 8 Be3 (or 8 c3 Qd5 9 Bf4 Bxf3 10 gxf3 0-0-0 11 Rg1 with roughly equal play) 8...Qd5 9 c4 Bxf3 10 gxf3 Qa5+ 11 Bd2 Qc7 12 0-0-0 g6 13 Kb1 Bg7 14 f4 (14 Bh3 0-0 15 Bg5 Rfd8 16 Qe3 is level) 14...Qd7 15 Bg2 0-0 16 h4 Rab8 (not 16...h5 17 Ka1 Qxd4?? 18 Be3 when the black queen is trapped in the middle of the board) 17 h5 b5 18 hxg6 hxg6 19 c5 Qxd4 20 Be3 Qc4 21 Qd2 Qe6 22 Ka1 b4 23 f5!? Qxf5 24 Bxc6 b3 25 a3 Ng4 26 Bd7 Qc2 27 Bd4 Ne5? (27...e5 was correct) 28 Qf4 Nc4?? (and here 28...Nxd7 29 Bxg7 Kxg7 30 Rxd7 Qxc5 31 Qh6+ Kf6 32 Qf4+ Kg7 33 Qh6+ with a draw) 29 Qh4 1-0, since if 29...f6 30 Be6+ wins.

6...Nxe4 7 Qxe4 Nf6 8 Qh4 (Diagram 33)

Sliding the queen across to h4 is a natural idea because it could put Black off from castling kingside, afraid of a possible attack. It is to his credit that Allen responds well, so I would consider 8 Qe5!? e6?! (to prepare ...Bd6, but 8...Bg4 is more sensible, when 9 Be2 offers equal chances) 9 Bf4 Be7 10 Bd3 0-0 11 0-0, which gave White the edge due to Black's passive pieces in G.Lane-Morsa, Internet 2006.

8...Bf5 9 c3 e6 10 Bc4 Be7 11 Qf4

Luther is cautious about having his queen chased around the board so moves it again. It is fair to say that Black has equalized, but at what cost on the clock? Alternatively, 11 0-0 Ne4 12 Qf4 Bd6 13 Qe3 Nf6 (13...0-0 14 Bd3 Nf6 15 Bxf5 exf5 16 Qg5 is slightly better for White) 14 Ne5 offers equal chances.

11...h6 12 Ne5 Qc7 13 h3 Bd6 14 Qe3 Nd5 15 Qe2 0-0-0 16 0-0 g5 (Diagram 34)

I have to be realistic and declare that White has allowed the position to drift, so that he is now on the defensive.

17 Re1 Rhg8 18 Bd2 Rg7 19 Rad1 Nf4 20 Bxf4

Instead 20 Qf3!, threatening Bxf4, is fine for White, who keeps his options open while the g-file remains closed.

20...gxf4 21 Qf3 Rdg8 22 Bf1 Kb8 23 b4 Bxe5 24 dxe5 f6 25 exf6 Rf7 26 Rd4 e5?

(Diagram 35)

This looks like a classic time-trouble mistake, and the rest of the game seems to indicate that Black had to rush his moves.

27 Bc4 Bxh3 28 Qxh3 exd4 29 Bxf7 Qxf7 30 Re7 Qg6 31 f7 Rd8

If 31...Rf8 then 32 Qd7 forces checkmate, so White uses this knowledge to wrap up the game.

32 f8R Rxf8 33 Qd7 f3 34 Qxb7 checkmate

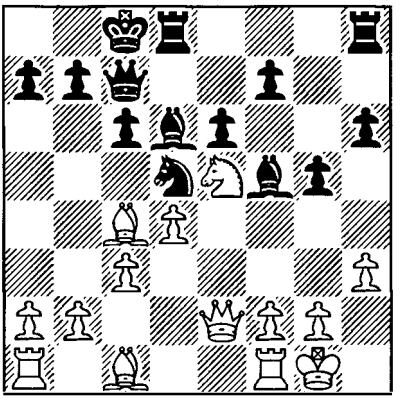

Diagram 34 (W)

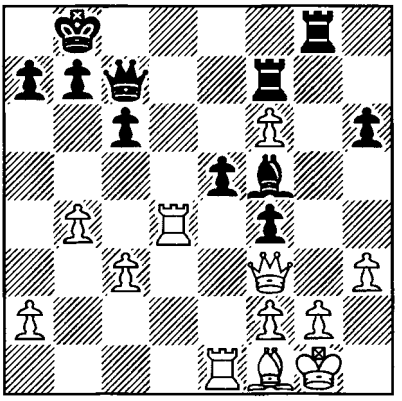

Diagram 35 (W)

The final twist

□ **T.Martin** ■ **D.Smith**

Goodrington 2006

1 e4 c6 2 d4 d5 3 Nd2 dxe4 4 Nxe4 Nd7 5 Bg5!? (Diagram 36)

This is the twist in a familiar position: White is now threatening Nd6+ because the e-pawn is pinned by the bishop.

5...h6?? 6 Nd6+ 1-0

Black sees the danger

The question of what do if Black takes evasive action is clear from the following game. A top US grandmaster is routed when lured into unfamiliar territory in the opening:

□ A.Karklins ■ M.Dlugy
Reykjavik 1986

1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Nd7 5 Bg5 Ngf6 6 Qd3 (Diagram 37)

White signals his intention to castle queenside. If you consider that the position is roughly equal, then there has to be some merit in making Black think from move 5, rather than being able to fluster his opponent with loads of memorized lines. If nothing else White should be ahead on the clock after the opening.

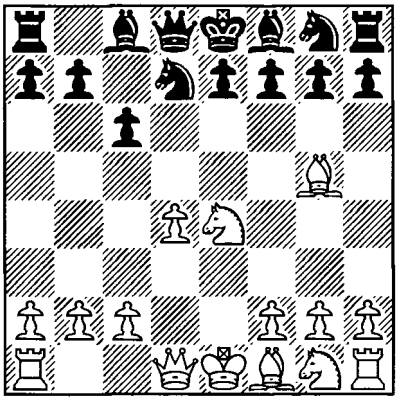

Diagram 36 (B)

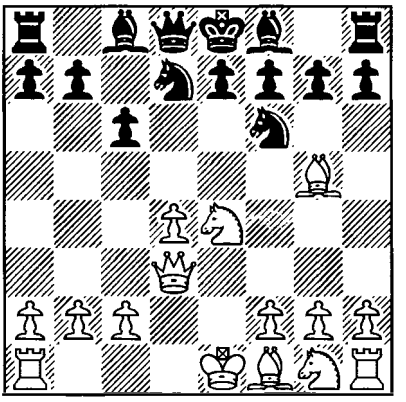

Diagram 37 (B)

Instead, 6 Qe2!? is the tricky reply, hoping for the Keres's trap of Nd6 checkmate; for example, 6...Qa5+ (6...Nxe4 7 Qxe4 transposes to the main game) 7 Bd2 Qf5?? (7...Qd5 is equal) 8 Nd6+ 1-0 N.Niedermowwe-S.Joris, German Junior League 1992.

6...Nxe4 7 Qxe4 Qa5+

Alternatively Black can play 7...Nf6, when 8 Bxf6 gxf6 9 Bc4 Qa5+ 10 c3 Qf5 11 Qxf5 (11 Qe2 is also possible, just maintaining the tension) 11...Bxf5 12 Ne2 led to an equal ending in S.Gregory-T.Dickinson, British League 2006.

8 Bd2 Qb6 9 0-0-0 Nf6 10 Qe5 Be6?? (Diagram 38)

The grandmaster is oblivious to the danger and concentrates merely on developing his queenside. After all, in standard lines of the Caro-Kann the tricks are well known, but in this less familiar position Black suddenly goes horribly wrong.

11 Ba5!

I suspect only White was smiling at this point. The black queen is acutely embarrassed because it has no escape squares.

11...Ng4 12 Qe1 Qxa5 13 Qxa5 Nxf2 14 d5! (Diagram 39)

White has won the queen, but instead of slowly consolidating he now rightly embarks on an instant attack.

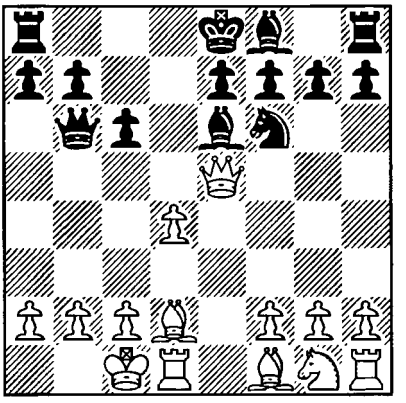

Diagram 38 (W)

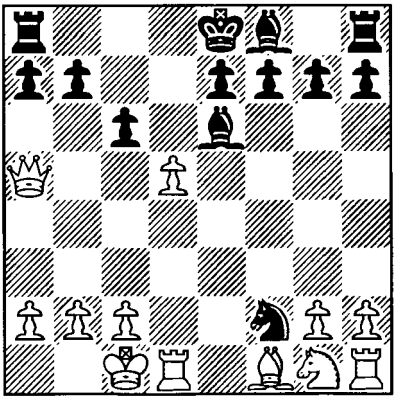

Diagram 39 (B)

14...Bd7 15 dxc6 Bxc6 16 Bb5 Nxd1

Black can only hope at this stage, but it understandable if you remember the principle that you can't try to draw a game by resigning!

17 Bxc6+ bxc6 18 Qc7

The position is so easy for White to play given Black's lack of development, and perhaps the extra queen rather helps too.

18...Rd8 19 Qxc6+ Rd7 20 Nf3 g6 21 Rxd1 Bh6+ 22 Kb1 1-0

Man versus Machine

Deep Blue became the first computer to defeat a reigning world champion by beating Garry Kasparov 3½-2½ in a match during 1997. It caused an absolute sensation, with the IBM share price rocketing, and newspaper headlines wondering if this was the end of chess. Kasparov wanted a rematch, but the machine was officially retired with parts of it ending up in the *National Museum of American History*.

The crucial game was the last one, in which Kasparov tried to bluff the computer and was made to pay a heavy price:

□ COMP Deep Blue ■ G.Kasparov
New York (6th matchgame) 1997

1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Nd7 5 Ng5

This amused spectators because Kasparov had used this variation as White, so the computer managed to strike a psychological blow!

5...Ngf6 6 Bd3 e6 7 N1f3 h6? (Diagram 40)

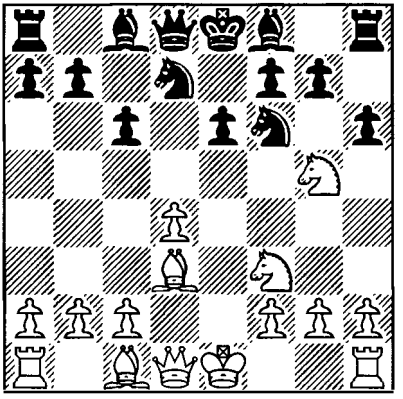

Diagram 40 (W)

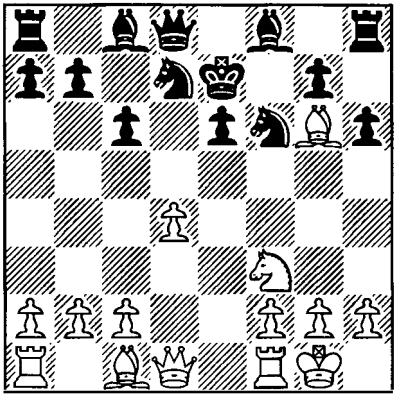

Diagram 41 (B)

At the time of the game this move had a dubious reputation with White enjoying a lot of success after the subsequent sacrifice. Since then plenty of people have tried to defend the position without much success, which suggests that Black has already gone seriously wrong.

The reason why Kasparov chose this line is still shrouded in mystery. However, American grandmaster, Joel Benjamin, was part of the support team for IBM. He told me that Kasparov had probably tested other chess software in this position and they all played 8 Ne4. It seems Kasparov gambled and lost.

7...Bd6 is the sound alternative.

8 Nxe6!

A sensational sacrifice, designed to expose the black king to attack.

8...Qe7

Kasparov finds the best chance in the position, aiming to take the knight and hide the king on d8.

The alternative 8...fxe6 is doubtful, because after 9 Bg6+ Ke7 10 0-0 **(Diagram 41)**

the massive problem for Black is that the miserable position of the king stops his kingside from being developed; for example:

a) 10...Nb6 11 b3 Bd7?? 12 Ba3+ c5 13 Bxc5 checkmate, M.Golubev-Erallo, Internet 2004.

b) 10...Qc7 11 Re1 Kd8 (the king runs away but Black sheds another pawn) 12 Rxe6 Be7 13 Re1 Nf8 14 Bd3 Bg4 15 c4 Bd6 16 h3 Bh5 17 Bd2 g5 18 Bc3 Qf7 19 Bf5 N8d7 20 g4! Bxg4 (or 20...Bg6 21 Ne5! Bxe5 22 dxe5 and if the knight on f6 moves then 23 e6 is deadly) 21 hxg4 with a decisive advantage in B.Schink-V.Exler, Tweng 2007.

9 0-0 fxe6

Not 9...Qxe6? because 10 Re1 pins and wins the queen.

10 Bg6+ Kd8 11 Bf4 (Diagram 42)

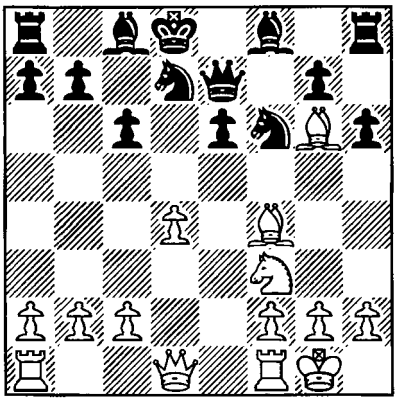

Diagram 42 (B)

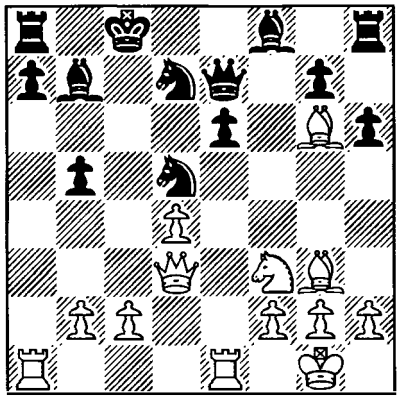

Diagram 43 (B)

11...b5

The attempt to revive the line with 11...Nd5 is not convincing because a patient approach for White will be rewarded: 12 Bg3 Qb4 13 Qe2 Ne7 14 c3 Qa5 15 b4 Qb5 16 Bd3 (White needs to keep his queen to increase his attacking chances) 16...Qh5 17 Qxe6 Qd5 18 Qe2 Nf5 19 Bf4 Qf7 20 Bc4 Qg6 21 Rad1 Qg4 22 Qd2 Nh4 23 Nxh4 Qxh4 24 d5! c5 (if 24...cxd5 25 Bxd5 Qf6 26 Bxb7! wins) 25 Rfe1 g5 26 Bg3 Qxc4 27 Qe3 Nf6 28 Qe5 1-0 J.Gallagher-G.Lee, British Championship, Edinburgh 2003.

12 a4 Bb7

After12...bxa4 13 Rxa4 Nd5 14 Bg3 White controls the position due to the black pieces' complete lack of harmony.

13 Re1 Nd5

13...b4 doesn't work because of 14 c4 bxc3 15 bxc3 Nd5 16 Bg3 Nxc3 (otherwise White plays c3-c4) 17 Qb3 (attacking c3 and b7) 17...Qb4 18 Qxe6 Be7 19 Bf5 Nb6 20 Ne5! with a decisive advantage.

14 Bg3 Kc8 15 axb5 cxb5 16 Qd3 (Diagram 43) 16...Bc6

If Black tries to defend with 16...Nc7 then 17 Qc3 is strong; for example, 17...Nf6 18 Rxe6! Qd8 (or 18...Qxe6 19 Qxc7 checkmate) 19 Bf5 Kb8 20 Ne5 Nfd5 21 Nc6+ Bxc6 22 Qxc6 a6 23 Bxc7+ Nxc7 24 Qb6+ Kc8 25 Re8+ and checkmate next move.

17 Bf5 exf5

Other moves also lose; for example:

a) 17...Nb4 18 Qc3 Kb7 19 Rxe6 Qd8 20 d5 Bxd5 21 Re8 Qxe8 22 Qc7 checkmate.

b) 17...Nc7 18 Bxc7 Kxc7 19 Rxe6 Qd8 20 Qc3 Bd6 21 Be4 with a winning position.

18 Rxe7 Bxe7

Black could count the pieces and claim he is doing alright but that is only half the story. The immediate problem is that his forces are in disarray, while White has an overwhelming attack against his poorly protected king.

If instead 18...Nxe7 19 Qc3 Nb8 (19...Kb7 20 Qa5 leads to checkmate) 20 Ne5 Kb7 21 Qa5 a6 22 Nxc6 threatens Qc7 checkmate, and Black can go home.

19 c4 1-0 (Diagram 44)

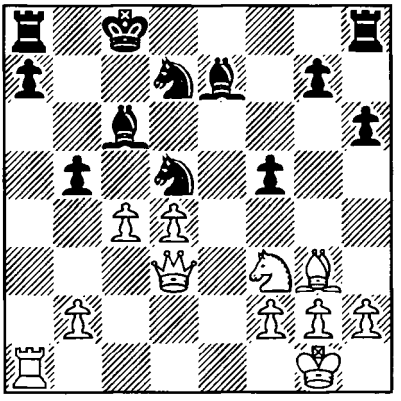

Diagram 44 (B)

Black might have resigned prematurely, but the computer is intimidating and rarely goes wrong when it is winning; for example, 19...bxc4 (or 19...Nb4 20 Qxf5 bxc4 21 Ne5 Re8 22 Nxd7 Bxd7 23 Qa5 threatening checkmate on c7 again) 20 Qxc4 Nb4 21 Re1 Re8 22 Nh4 Nb6 23 Qf7 N6d5 24 Nxf5 Kd8 25 Nxg7 Rh8 26 Ne6+ Kc8 27 Nc7 wins easily.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

Old School

This trap is based around a move order trick in the opening and scores very highly, even though it has been popular since the 1930s when World Champions Emanuel Lasker and Alexander Alekhine played it with success. The reason it still does well is that it looks very similar to the main line, 1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Bf5; but if you avoid playing 2 d4 and instead insert 2 Nf3, then repeating the usual moves can lure Black into trouble.

□ **A.Ilyin Zhenevsky ■ G.Kasparian**
Leningrad 1938

1 e4 c6 2 Nc3 d5 3 Nf3 dxe4 4 Nxe4 Bf5 5 Ng3 Bg6?!

This is the standard reply in the main line, so Black dutifully replicates what he thinks is the right move. He is thinking of the variation 1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Bf5 5 Ng3 Bg6 6 Nf3 Nd7 7 h4 h6 8 h5 Bh7 9 Bd3. But here, with d2-d4 replaced by Nf3, 5...Bg4 should be preferred.

6 h4 (Diagram 45)

The simple threat is h4-h5 trapping the bishop, so Black has to create a safety square.

6...h6

If 6...h5 7 Ne5 Qd6 (Black must be ready to meet the exchange on g6 without allowing his g-pawns to be doubled; instead 7...Bh7? 8 Qxh5 is similar to the main game, but Black is already a pawn down) 8 d4 Nd7 9 Nxg6 Qxg6 10 Bd3 gave White the initiative in I.Rout-G.Butler, Canberra 1994.

7 Ne5 Bh7

The bishop gets out of the way, which is hardly surprising because otherwise White will exchange on g6 and then attack the doubled g-pawn. For instance, 7...Nf6, to stop the queen coming to h5, should be met by 8 Nxg6 fxg6 9 Bd3 Kf7

(this looks awful but it's the only way to hang on to the pawn) 10 h5 gxh5 11 Nxh5 Nbd7 12 Qe2 with a clear advantage because of Black's badly placed king, G.Holzberg-G.Skozinski, Schleswig Holstein 1991.

8 Qh5! (Diagram 46)

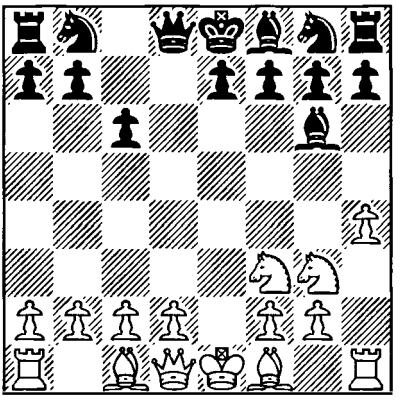

Diagram 45 (B)

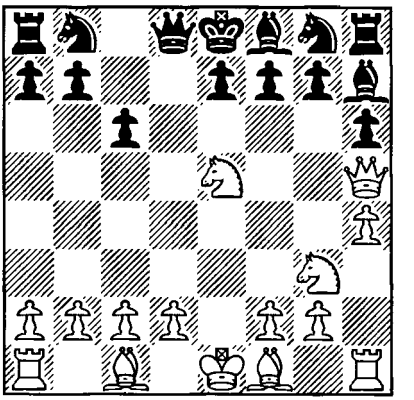

Diagram 46 (B)

The prospect of checkmate on f7 forces Black to compromise his pawn structure.

8...g6

It is worth mentioning that 8...Qd5 runs into 9 Bc4 winning.

9 Qf3

Once again the threat of checkmate in one move should be enough to worry Black into further concessions. The spectacular alternative, 9 Bc4, is examined in the next game.

9...Nf6?

A mistake in a difficult position. Instead:

a) 9...Qd5? (played numerous times, much to the distress of Black) 10 Qxd5 cxd5 11 Bb5+ and wins, W.Lombardy-A.Clark, Seattle 1966.

b) 9...f5? 10 Qb3 wins, due the attack against b7 and the threat of checkmate on f7.

c) 9...f6 looks naive but it's probably the only move to prolong the game, so that if 10 Qb3? Black can just take the knight. Instead, I think 10 Bc4 renewing the checkmate threat is best, when 10...e6 11 Nd3 favours White, who will castle kingside and then aim to attack Black's pawns.

10 Qb3! (Diagram 47)

The twin threats to f7 and b7 again give White a big advantage.

10...Qd5

There is no escape from defeat with 10...e6, when M.Grünberg-S.Gustke, German Junior Championships 1998, concluded 11 Qxb7 Nbd7 12 Nxc6 Qc8 13 Ba6! Nb6 14 Qxc8+ Nxc8 15 Bb7 1-0.

11 Qxb7 Qxe5+ 12 Be2 Kd8

Black has been dragged into a position where there is little hope.

a) 12...Bg7?? 13 Qc8 checkmate, N.Burnoiu-D.Calotescu, Baile Tusnad 1999.

b) 12...Qd6 13 Qxa8 Qc7 14 a4! (this does an excellent job of freeing the white queen from the corner) 14...Bg7 (now 14...Nd5 or 14...Nfd7, threatening ...Nb6 to trap the queen, can be met simply by 15 a5) 15 Ra3 0-0 16 Rb3 g5 17 hxg5 hxg5 18 Qb7 when the queen finally emerges with a winning position, Em.Lasker-H.Müller, Zürich 1934.

13 Qxa8 Qc7 14 a4 Bg7 15 Ra3

Following Lasker's example from the previous note.

15...Nfd7 16 a5 (Diagram 48)

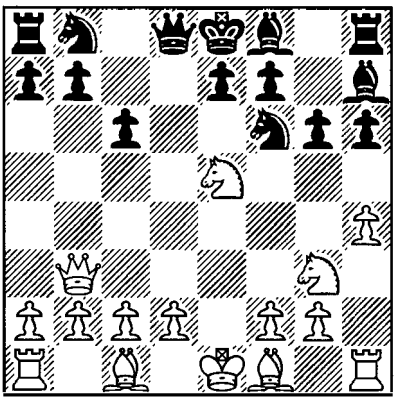

Diagram 47 (B)

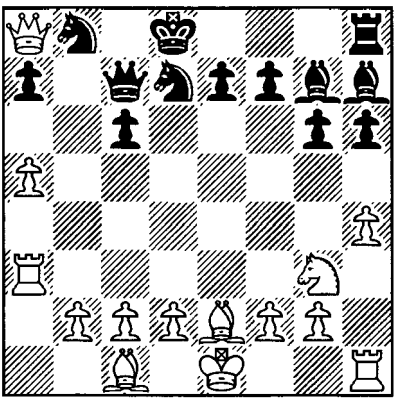

Diagram 48 (B)

White is the exchange and a pawn up, there is no real threat to the white queen, and Black is soon in even more trouble:

16...e6 17 Rb3 Ke7 18 Qb7 Qxa5 19 Ra3 Qe5 20 c3 a5 21 0-0 g5 22 d4 Qd6 23 Nh5 Rg8 24 hxg5 hxg5 25 Bxg5+ f6 26 Bf4 Qd5 27 c4 Qf5 28 Rg3 Bg6 29 Bg4 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

In the next game White demonstrates what a fabulous position can arise from the opening by choosing the alternative, 9 Bc4, which is also considered to be very strong:

☐ **E.Staak** ■ **D.Wynne**

Adelaide 2007

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1 e4 c6 2 Nf3 d5 3 Nc3 dxe4 4 Nxe4 Bf5 5 Ng3 Bg6 6 h4 h6 7 Ne5 Bh7 8 Qh5 g6 9 Bc4!? (Diagram 49)

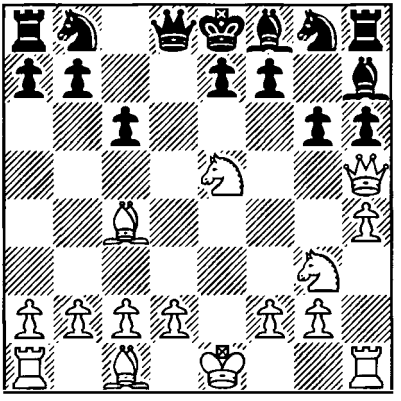

Diagram 49 (B)

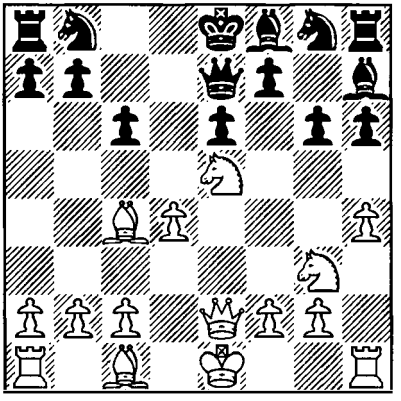

Diagram 50 (B)

White can afford to ignore the threat to his queen because 10 Bxf7 is checkmate.

9...e6 10 Qe2

It seems that Black has survived the onslaught, even though the bishop on h7 is a handicap because it has no influence locked behind the g-pawn.

10...Bg7?

Black need not worry about making such a mistake because plenty of other people have failed to spot White's tactical trick. For example:

a) 10...Bd6? 11 Nxf7! Kxf7 12 Qxe6+ 1-0 P.Halmkin-G.Chapman, Paignton 2007.

b) 10...Nd7? 11 Nxf7! Qe7 12 Nxh8 Bg7 13 Nxg6 Bxg6 14 d3 and White went on to win in H.Fleckner-M.Wolf, Hostenbach 2006.

c) 10...Be7 11 d3!? (this works out well as Black helpfully blocks an escape square with his next move; nevertheless 11 Nxf7! Kxf7 12 Qxe6+ Ke8 13 Ne4 threatening Qe5 looks even stronger, with a tremendous attack for White) 11...Nd7? 12 Nxf7! Qa5+ 13 Bd2 1-0 E.Kristiansen-G.Wittmann, Bad Zwischenahn 2003.

d) 10...Qe7 prevents the sacrifice on f7 (for the moment) so White has to concentrate on developing after 11 d4 **(Diagram 50)**, so he can introduce more tactics:

d1) 11...Nf6 12 Bd2 Nbd7 13 0-0-0 Nb6 14 Bb3 Bg7 15 Qe1 0-0-0? 16 Nxf7! and White won in N.Jadvizhena-V.Sokalskaja, Alushta 1999.

d2) 11...Nd7 12 Bf4 Ngf6 13 Nxd7 Nxd7 14 Ne4 Qb4+ 15 c3 Qb6 16 Be5 Nxe5 17 Nf6+ Ke7 18 dxe5 Bg7 19 Rh3 (19 0-0-0! is much stronger, but perhaps White guessed how Black would respond) 19...Bxf6? (19...Rad8 is the best chance) 20 exf6+ Kxf6 21 Rf3+ Ke7 (finally the threat of taking on f7 comes true in different circumstances) 22 Rxf7+! 1-0 B.Hoos-A.Toll, NATO Championship 1989.

d3) 11...Bg7 12 Bf4 Nf6 13 0-0-0 Nbd7 (on 13...Nd5 14 Qd2 Nxf4 15 Qxf4 Nd7 16 Ne4 Nf6 White can again try 17 Nxf7! Kxf7 18 Nc5 with a strong attack) 14 Qd2 (targeting the h6-pawn) 14...h5 15 Bg5 with a strong initiative, R.Hill-P.Lacroix, Edmonton 2005.

11 Nxf7! (Diagram 51)

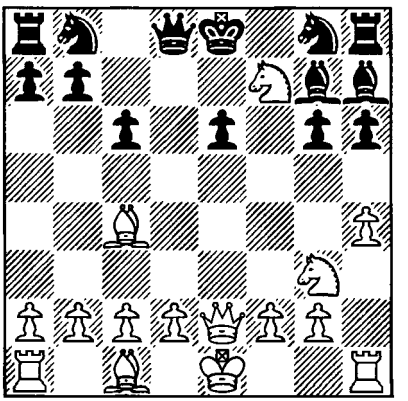

Diagram 51 (B)

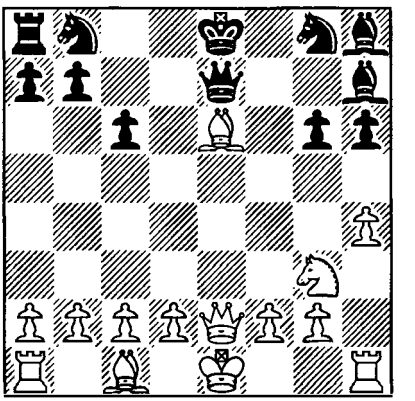

Diagram 52 (B)

A splendid sacrifice which destroys Black's position.

11...Qe7

This is a miserable-looking move, and a number of people have just resigned here, after realizing that 11...Kxf7 allows 12 Qxe6+ Kf8 13 Qf7 checkmate.

12 Nxh8 Bxh8 13 Bxe6 (Diagram 52)

White is an exchange and two pawns up. The game is over as a contest.

13...Nf6 14 Bc8 Nbd7 15 Bxb7 Rd8 16 Bxc6 Kf8 17 Qxe7+ Kxe7 18 Bxd7 Rxd7 19 c3 Rb7 20 d4 Nd5 21 0-0 Bf6 22 Re1+ Kf7 23 Ne4 Be7

If 23...Bxh4? 24 Nd6+ and 25 Nxb7 wins easily.

24 g3 Rb8 25 Bxh6 Rxb2 26 Ng5+ Bxg5 27 Bxg5 Rc2 28 Re5 Nf6 29 Rae1 Ng4 30 Re7+ Kg8 31 Re8+ 1-0

After the black king moves 32 R1e7 is checkmate.

French Defence

Milner-Barry Gambit

□ **G.Mavrikakis** ■ **K.Dermentzis**

Greek Team Championship 2004

1 e4 e6 2 d4 d5 3 e5

This is known as the Advance French.

3...c5 4 c3 Qb6 5 Nf3 Nc6 6 Bd3 (Diagram 53)

The starting point of the Milner-Barry Gambit. It seems at first glance that the d-pawn has just been lost, but numerous players as Black have found to their cost that this is not the case.

6...cxd4 7 cxd4 Bd7

Those who are new to the French Defence are particular prone to fall for the trap and take the offered pawn immediately: 7...Nxd4?? 8 Nxd4 Qxd4, when 9 Bb5+ reveals a discovered attack against the black queen.

8 0-0 Nxd4 9 Nxd4 Qxd4 10 Nc3 (Diagram 54)

White has given up one pawn and now offers another, in the hope of exploiting his lead in development.

10...Qxe5

Black acknowledges that greed is good and accepts a two pawn advantage. However, White has plenty of play in compensation and Black can easily go wrong. In

fact it is possible to go astray at once by being complacent about the safety of the black queen:

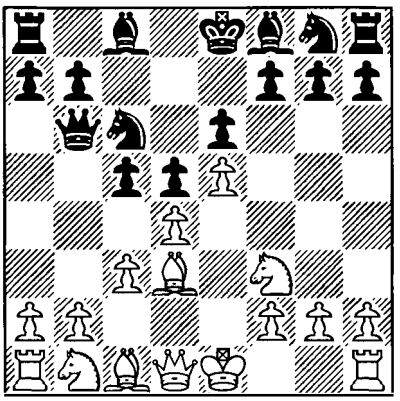

Diagram 53 (B)

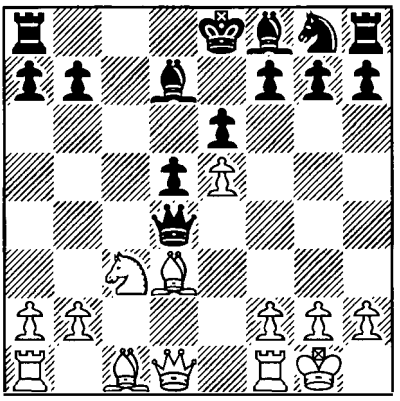

Diagram 54 (B)

a) 10...f6?? 11 Bg6+ hxg6 12 Qxd4 1-0 H.Basse-M.Warmer, Verden 2006.

b) 10...a6 11 Kh1 (preparing to play f2-f4 if Black does not take on e5) 11...f6?? 12 Bg6+ 1-0 Y.Yuan-M.Ali, Tuggeranong 2007.

11 Re1 Qd6

In recent years 11...Qb8 has been the most popular reply, when play tends to continue 12 Nxd5 Bd6 13 Qh5! Kf8 14 Nc3 Nf6 15 Qh4 Bc6 (15...h6 is best met by 16 Be3 intending Rad1 with a slight edge) 16 Bg5 Be5 and now, instead of 17 f4?! as in the much quoted game A.Bisguier-H.Westerinen, Netanya 1971, White should play 17 Rad1 with adequate compensation for the pawn because Black's pieces lack co-ordination. This assessment depends on the latest computer software which seems to like White's prospects.

12 Nb5 Bxb5?

This is the usual reply on the evidence of numerous games. However, 12...Qb6 looks better, when I can't find anything better than 13 Be3 Qa5 14 Bd2 Qb6 15 Be3 repeating the position with a draw.

13 Bxb5+ Kd8

White is two pawns down but can now whip up a strong onslaught, on the basis that the black king is stuck on d8.

14 Qh5! (Diagram 55) 14...g6

If 14...Qe7 then White just carries on getting the pieces out, while Black has difficulties doing anything constructive; for example, 15 Bd2 Nf6 16 Qf3 h6 (16...Ne4?

runs into 17 Rxe4 dxe4 18 Qxe4, threatening Ba5+, and if 18...Qc7 19 Bf4 Qb6 20 Qd3+ Ke7 21 Bg5+ f6 22 Qd7 checkmate) 17 Bc3 with a bind on the position.

15 Qf3 f6 16 Bf4 Qe7

The poverty of Black's position is revealed after 16...Qb6 17 Qxd5+! exd5 18 Re8 checkmate, or 16...e5 17 Rxe5! fxe5 18 Bxe5 Qxe5 19 Qxf8+ Kc7 20 Rc1+ Kb6 21 Qc5+ Ka5 22 b4 checkmate.

17 Rad1 Qf7 (Diagram 56) 18 Rxd5+!

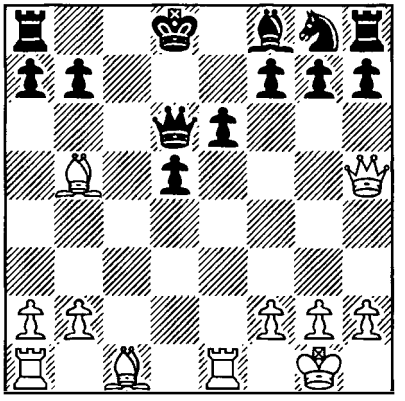

Diagram 55 (B)

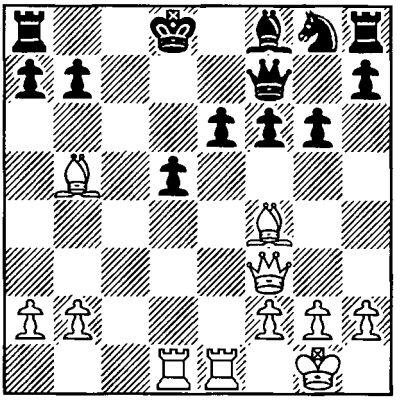

Diagram 56 (W)

The triumphant breakthrough, but the key is that White has mobilized all his forces in pursuit of the black king.

18...exd5 19 Qxd5+ Bd6

19...Qxd5 allows 20 Re8 checkmate.

20 Qxd6+ 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

DID YOU KNOW? The Englishman Sir Stuart Milner-Barry is better known as being part of the Enigma team that unlocked the German secret code during World War II.

An Alekhine Trick

□ A.Alekhine ■ A.Nimzowitsch
Bled 1931

1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 Ne2 (Diagram 57)

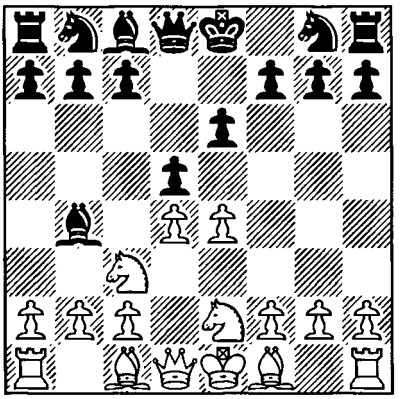

Diagram 57 (B)

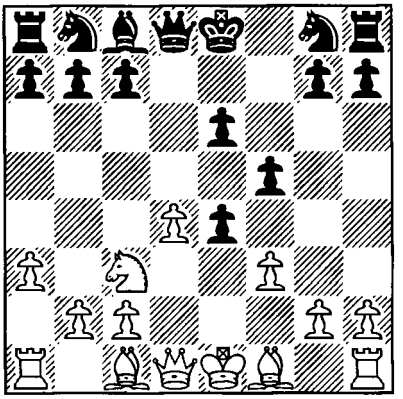

Diagram 58 (B)

White employs a solid alternative to the usual 4 e5, making sure that he avoids doubled c-pawns if Black exchanges on c3. This move is still rated as unusual in tournaments so will have a certain amount of surprise value. The logical continuation for Black is to try and punish White by taking on e4 and then holding on to the extra pawn.

4...dxe4 5 a3 Bxc3+

It is also possible to retreat the bishop with 5...Be7 and that is discussed in the game Chadaev-Ponkratov later in this chapter.

6 Nxc3 f5?!

This is a greedy adventure to hang on to the extra pawn and hope to make it count. In a book of his best games, Alekhine wrote: "Played against all the principles of a sound opening strategy, as the dark-coloured squares of Black's position will become very weak, especially because of the exchange of his king's bishop."

A reasonable alternative, suggested by Alekhine, is 6...Nc6 to attack the d4-pawn. Play usually continues 7 Bb5 Ne7 8 Bg5! (provoking Black into blocking the pin with a pawn to ensure a long-term weakness) 8...f6 9 Be3 0-0 10 Qd2 f5 when Black has again held on to the pawn, but tournament results indicate that it's not so easy to withstand White's initiative; for instance, 11 0-0-0 Nd5 12 Nxd5 exd5 13 Bxc6 bxc6 14 Bf4 Be6 15 h4 with compensation for the pawn, M.Turner-G.Quillan, British League 2007.

7 f3! (Diagram 58)

Alekhine makes a true gambit of the opening relying on his slight lead in development and Black's poor kingside pawn structure.

7...exf3 8 Qxf3 Qxd4

On the other hand Black is happy to be two pawns ahead, especially where there is no obvious instant refutation. It is up to White to prove that control of the dark squares and extra development are sufficient compensation.

As a way of avoiding the game continuation with Qg3, Black has tried inserting 8...Qh4+ 9 g3 before capturing with 9...Qxd4, but the addition of g2-g3 favours White after 10 Bf4! **(Diagram 59)** and then:

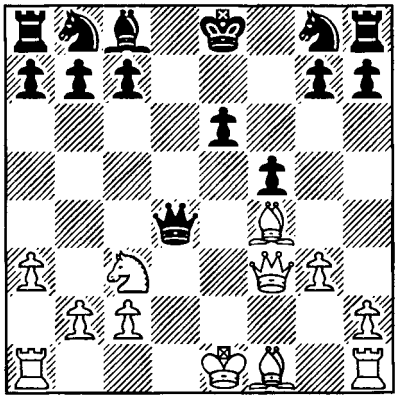

Diagram 59 (B)

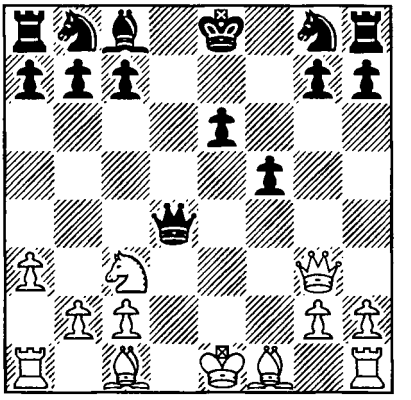

Diagram 60 (B)

a) 10...e5? 11 Rd1 Qc5 12 Rd5 Qb6 13 Rxe5+ Kf8 14 Qd5 with a huge advantage.

b) 10...Qd7 1 Nb5 Na6 12 Rd1 Qe7 13 Be3 Nf6 (if 13...Nc5 14 Qh5+ g6 15 Qh4! is strong, as 15...Qxh4? allows 16 Nxc7+) 14 Nxa7 regains the pawn and White still has the initiative.

c) 10...c6 11 Qh5+ g6 (not 11...Kf8? 12 Rd1 Qf6 13 Bd6+! Ne7 14 Bxb8 and Black cannot take back due to threat of Rd8+, or if 12...Qb6 13 Bd6+ Ne7 14 Qg5! Qd8 15 Be5 wins) 12 Qe2 Qg7 13 0-0-0 Nf6 14 Qd2 Kf7 15 Bh6 Qg8 16 Bc4 Qe8 and now 17

g4! is very strong; for example, 17...Nxg4 (if 17...fxg4 18 Ne4 Nxe4 19 Rhf1+ Nf6 20 Rxf6+ leads to checkmate) 18 Ne4! (the main threat is Nd6+ forking the king and queen) 18...fxe4 (or 18...Qe7 19 Nd6+ Kg8 20 Nxc8 Qe8 21 Bxe6+ Qxe6 22 Qd8+ Kf7 23 Qc7+ winning easily) 19 Rhf1+ Nf6 20 Rxf6+ Kxf6 21 Qf4+ Ke7 22 Bg5 checkmate.

The relatively safer approach is 8...Nf6 9 Bf4 0-0 10 0-0-0 c6 11 h3 Nbd7 (if 11...Nd5 12 Nxd5 Qxd5 13 Qc3! b5 14 Be2 and White is slightly better; note that 14...Qxg2? loses to 15 Bf3 Qg6 16 Bxc6) 12 g4 Nb6 13 Be5 Nfd5 14 Rg1 (alternatively, 14 Be2 and if 14...Qg5+ 15 Kb1 Qe3 16 Nxd5 Nxd5 17 Qf1! fxg4 18 Qg2 with good chances) 14...Qg5+ 15 Kb1 g6?! (15...Qe3! was necessary) 16 Be2 fxg4 17 Qg3 Nxc3+ 18 Qxc3 Nd5 19 Qe1 Bd7 20 Rxg4 Qh6 21 Qg3 (White's attacking plan is easy to follow: putting pressure on the g6-pawn by Rg1, Bd3 and h4-h5) 21...Rf5 22 Rg1 Be8 23 Bd3 Rh5 24 h4 Rd8 25 c4 Ne7 26 Bf6 Rd7 27 Re4 Bf7 28 Bg5 Nf5 29 Qf4 Qg7 30 Be2 led to victory in A.Paveliev-V.Grebenshikov, Dimitrov 2007.

9 Qg3! (Diagram 60)

This works out well, preparing to play on the weakened dark squares.

If White ever needs another choice then 9 Bf4 is also good; for instance, 9...Nf6?! 10 Nb5 Qxb2 11 Nxc7+ Kf7 12 Rd1 with excellent prospects, P.Sardy-J.Kiss, Hungarian Team Championship 2002.

9...Nf6!?

Others:

a) 9...e5? 10 Qxg7 Qh4+ 11 g3 Qf6 12 Bh6! Nd7 13 Nd5 winning.

b) 9...Nc6 10 Nb5! Qe4+ 11 Be3 with a clear advantage thanks to the threat of Nxc7.

c) 9...c6 10 Bf4! (the threats of Bxb8 and Be5 dictate Black's reply) 10...Nd7 11 Rd1 Qf6 12 Rxd7! Bxd7 13 Be5 Qh6 14 Bxg7 Qc1+ 15 Nd1 led to a smooth win in L.Tean-Z.Ljubisavljevic, La Spezia 1971.

d) 9...Qd7 10 Bf4 Nf6 11 Rd1 Qf7 12 Bxc7 Nc6 13 Bc4 0-0 14 0-0 gives White excellent attacking chances.

e) 9...Ne7 10 Be3 (10 Nb5 is well met by 10...Qe4+ 11 Be2 0-0! since 12 Nxc7 Nbc6 13 Nxa8 Nd4 favours Black) 10...Qf6 11 Bg5 Qg6 12 0-0-0 c6 13 Be2 Nd5 14 Qh4 (threatening Bh5; otherwise 14 Nxd5 cxd5 15 Rxd5! exd5 16 Qe5+ Kf7 17 Qe7+ Kg8 18 Qd8+ forces a draw) 14...Qf7 15 Rd3 with interesting play and the idea of switching the rook to h3 if Black castles short.

10 Qxg7 Qe5+

If 10...Rg8 11 Qxc7 restores the material balance, but there is some debate how White should continue after 11...Nc6 **(Diagram 61)**.

For example:

a) 12 Nb5 Qh4+! (I think this is better than the old recommendation 12...Qd7 13 Qxd7+ Kxd7 14 Be3 and White will castle queenside with the better game) 13 g3

Qe4+ 14 Kf2 Qxc2+ (not 14...Qxh1?? 15 Nd6+ Kf8 16 Qf7 checkmate) 15 Be2 Ne4+ 16 Kf1 is rather unclear, as noted by Alekhine.

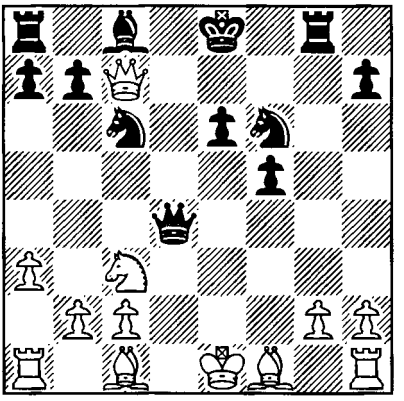

Diagram 61 (W)

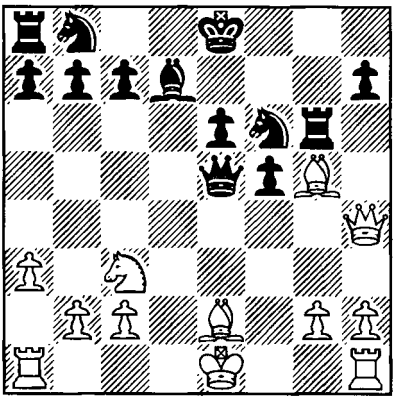

Diagram 62 (B)

b) 12 Bf4 Ne4! 13 Be2! (this is my preference because there are plenty of chances for Black to go wrong, compared to 13 Nxe4 Qxe4+ 14 Kd1 Bd7 15 Bd3 Qxg2 16 Re1 Ne7 when Black has defended well) 13...Nxc3 14 bxc3 Qxc3+ 15 Kf2 with a double-edged position, for instance after 15...Qd4+ 16 Be3 Qd7. But not 15...Qxc2? because of 16 Rhe1! (threatening Qxh7; the immediate 16 Qxh7? is fine for Black after 16...Rxg2+! 17 Kxg2 Qxe2+ 18 Kg1 Qg4+ 19 Bg3 e5) 16...Qb2 17 Qxh7 Qg7 18 Bh5+ Ke7 19 Bg5+ and wins.

11 Be2 Rg8

If 11...Ng4 then 12 Qg5 threatening Bf4 is strong.

12 Qh6 Rg6

Not 12...Rxg2? 13 Bg5! Kf7 14 0-0-0 with a decisive attack.

13 Qh4 Bd7

Again 13...Rxg2? runs into 14 Bg5; while 13...Rg4!? is met by 14 Qh3, for example 14...Nc6 15 0-0 Rg7 16 Bf4 Qc5+ 17 Kh1 Bd7 18 Bxc7 when I strongly prefer White.

14 Bg5! (Diagram 62) 14...Bc6?

This is a natural choice to put pressure on g2 but it plunges Black into despair; White will quickly castle and then hassle the queen on e5.

Instead, Black should get another piece out with 14...Nc6 15 0-0-0 0-0-0 and then:

a) 16 Bh5?! Nxh5! (but not 16...Rxg5? 17 Qxg5 Rg8 18 Qd2 when the bishop on h5 is taboo due to the threat to the one on d7) 17 Bxd8 Qf4+ 18 Kb1 Qxh4 19 Bxh4 Rxg2 20 Rhg1 Rg6! favours Black slightly.

b) 16 Rhe1 h6 17 Bxh6 Ng4 18 Bxg4 Rxg4 19 Qxg4 fxg4 20 Rxe5 Nxe5 21 Bg5 gives White the better ending, because he can quickly create an outside passed h-pawn. 21...Rh8?! fails to impress after 22 Bf6 Rh5 23 Rd4! and the g-pawn will fall.

15 0-0-0 Bxg2

It is very difficult for Black to organize his pieces because 15...Nbd7 allows White to exert considerable pressure with 16 Rhe1. For example, 16...Be4 (or 16...0-0-0 17 Bh5! Rxg5 18 Rxe5 Rxh5 19 Qd4! with a massive advantage) 17 Bh5 Nxh5 18 Qxh5 Nf6 (or 18...Nc5 19 Be3 Nd7 20 Rxd7! Kxd7 21 Nxe4 Qxe4+ 22 Qxh7+) 19 Bxf6 Qxf6 20 Nxe4 fxe4 21 Qb5+ c6 22 Qxb7, when Black is on the verge of resignation.

16 Rhe1 Be4 17 Bh5 Nxh5 18 Rd8+ Kf7 19 Qxh5 1-0 (Diagram 63)

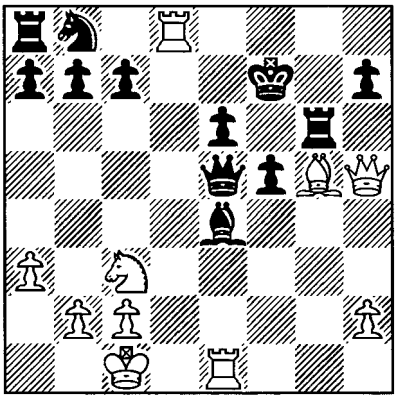

Diagram 63 (B)

Black's resignation might seem premature, but he was playing the reigning World Champion, and it's clear enough when you consider 19...Kg7 20 Nxe4 fxe4 21 Bh6+! Kf6 22 Qh4+ Kf7 23 Rf8 checkmate.

The extensive notes to this game might seem a bit daunting, but they should be enough to help cope with an experienced French Defence player.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟

DID YOU KNOW? In the 1930s Alekhine often turned up to chess events with his wife's Siamese cat called "Chess".

Will it still work?

Alekhine's Trick continues to confuse players into making mistakes:

❑ **V.Dzhangobegov ■ A.Mukhin**
Tula 2004

1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 Ne2 dxe4 5 a3 Bxc3+ 6 Nxc3 f5 7 f3 exf3 8 Qxf3 Qxd4 9 Qg3! c6 (Diagram 64)

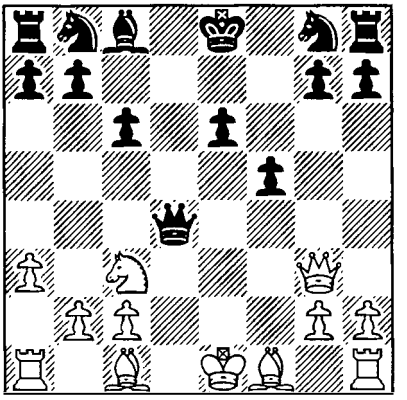

Diagram 64 (W)

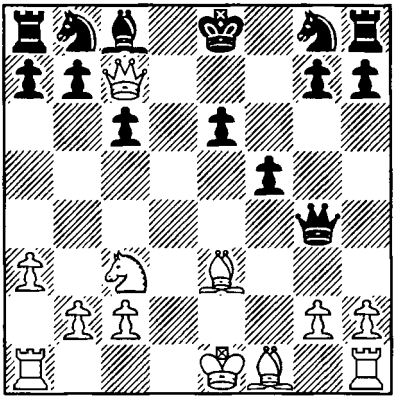

Diagram 65 (B)

The c-pawn is attacked so Black moves it. This obvious continuation is bound to be attractive because it also stops a future Nb5 by White.

10 Be3

Actually 10 Bf4! is probably stronger here, as given in the notes to Alekhine-Nimzowitsch above; but the move played isn't bad either.

10...Qg4

Black is two pawns up so it is hardly surprising that he wants to exchange queens. If instead 10...Qf6, to maintain the guard on the g7, then I think 11 0-0-0 is strong, with the threat of Bg5 followed by Rd8+. For instance, 11...Ne7 12 Bg5 Qg6 13 Be2 Nd7 (not 13...h6? as 14 Rd8+! Kxd8 15 Bxe7+ wins the queen) 14 Qh4 (threatening the knight on e7, as well as Bh5 to pin the queen) 14...Qf7 15 Bh5 Ng6 (15...g6 further weakens the dark squares) 16 Qb4 with a strong initiative.

11 Qc7! (Diagram 65) 11...Qh4+??

It seems that the queen can retreat to fend off the threats, but this is an error based on a miscalculation. I think the only way Black can stay in the game is by inserting 11...Nd7 12 Be2, and only then play 12...Qh4+ (but not 12...Qxg2? as 13 Rg1 Qh3 14 Rg3 Qxh2 15 0-0-0 gives White a huge advantage) 13 Bf2 Qd8, though after 14 Qg3 Qe7 15 0-0, planning Rae1 and Bc4, White has ample compensation for the pawns.

12 g3 Qe7

An admission that something has gone terribly wrong. I suspect he had analysed 12...Qd8 13 Qxg7 Qf6 14 Qc7 Ne7 in an effort to hold the position, but completely overlooked 14 Bd4! **(Diagram 66)**

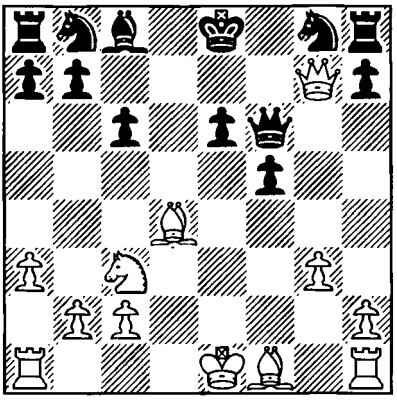

Diagram 66 (B)

when Black will lose the king's rook and the game is over as a contest.

13 Qxc8+ Kf7 14 0-0-0

The attack continues, and with the extra piece White has plenty of tactical options.

14...g6 15 Bc4 b5 16 Bb3 a5 17 Bd4 b4 18 Rhe1 Nf6

Of course 18...bxc3 allows 19 Bxe6+ Qxe6 20 Qxe6+ Kf8 21 Qe8 checkmate.

19 Qxh8 1-0

Black avoids the Tricky variation

I think it is worth having some extra information on this variation so that the keen players can add it to their opening repertoire and be well prepared:

N.Chadaev ■ P.Ponkratov
Russian Junior Championships 2008

1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 Ne2 dxe4 5 a3 Be7 (Diagram 67)

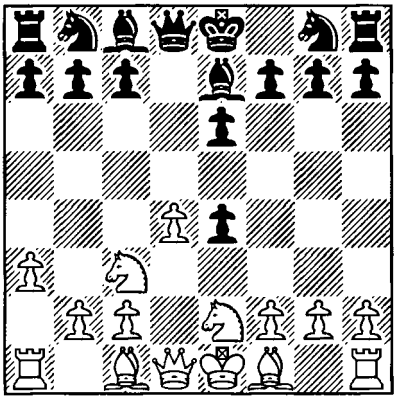

Diagram 67 (W)

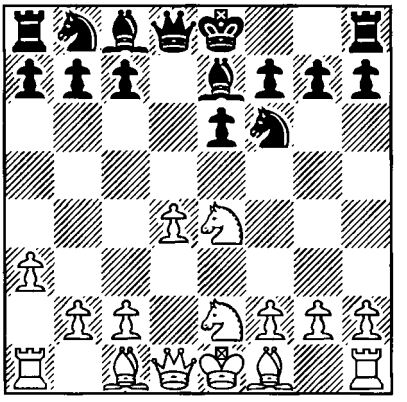

Diagram 68 (W)

Black has no desire to exchange pieces, so adopts a standard line of retreating the bishop.

6 Nxe4 b6!?

Intending to fianchetto the light-squared bishop in a bid to harass the knight on e4.

The main alternative is 6...Nf6 **(Diagram 68)**, when play might continue:

a) 7 Qd3 Nbd7 8 Bf4 b6 9 N2c3 Bb7 10 Be2 (planning to challenge the supremacy of the b7-bishop by placing his own on f3) 10...Nxe4 11 Nxe4 Nf6 12 Bf3 Nxe4 13 Bxe4 Bxe4 14 Qxe4 0-0 15 0-0-0 Bg5 16 Kb1 Bxf4 17 Qxf4 Qd6 18 Qxd6 ½-½ D.Ledger-N.Pert, Hastings 2007/08.

b) 7 N2g3 Nbd7 (7...Nc6 8 Nxf6+ Bxf6 9 c3 e5 10 d5 Ne7 11 Bc4 0-0 12 Qf3 Ng6 13 0-0 Be7 14 Nf5 gave White the initiative in Ni Hua-F.Berkes, Taiyuan 2006) 8 Bd3 b6 (8...0-0 9 0-0 Nxe4 10 Nxe4 Nf6 11 c3 c6 12 Qe2 leaves Black with a passive position) 9 Qf3 Rb8 10 0-0 0-0 11 Bf4 Bb7 12 Qe2 (perhaps 12 c4!? should be considered) 12...Nxe4 13 Bxe4 Bxe4 14 Nxe4 Nf6 15 Nxf6+ Bxf6 16 Rad1 Qd7 17 c3 ½-½ T.Radjabov-V.Topalov, Benidorm 2003.

7 N2c3 Bb7 8 Qf3! (Diagram 69)

This is a bold continuation which causes Black some problems because the obvious 8...Nf6? falls victim to 9 Nxf6+ Bxf6 10 Qxb7. The old move is 8 Bb5+, but it

doesn't seem so convincing to me.

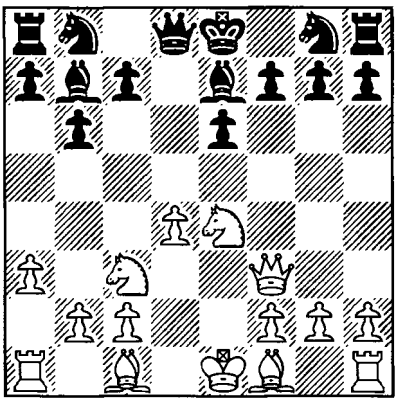

Diagram 69 (B)

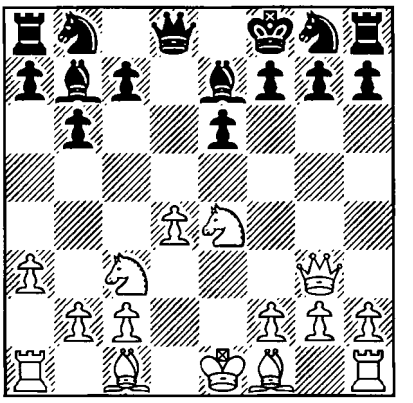

Diagram 70 (B)

8...Nc6

Black has several other possibilities:

a) 8...Qxd4? just loses after 9 Nd6+ Qxd6 10 Qxb7 Qc6 11 Bb5.

b) 8...Nd7?! 9 Bd3 (or 9 Nd6+ cxd6 10 Qxb7 Ngf6 11 Qf3 is also good) 9...c5 10 Be3 Qc8 11 Nb5 Kf8 12 Qf4 with the better chances.

c) 8...Qc8, protecting the bishop and threatening to win a piece with 9...f5, should be answered by 9 Bb5+!. I think this is an improvement on the usual 9 Qg3 because it gives Black a chance to go wrong. For instance, if 9...Nc6? or 9...Bc6? then 10 Ng5 wins because of the dual threats to c6 and f7; while blocking with 9...c6 renders the bishop on b7 less effective.

d) 8...Kf8 is an attempt to cope with the tactical threats. White replies with 9 Qg3 **(Diagram 70)** and then:

d1) 9...Qxd4?! 10 Qxc7 Qd7 (or 10...Bxe4 11 Be3 Qd8 12 Qxd8+ Bxd8 13 Nxe4 with a slight edge) 11 Qg3 Nf6 12 Bd3 gives White the superior chances because Black's pieces lack harmony.

d2) 9...Nc6 10 Be3 Bh4?! (instead 10...Nxd4? looks tempting, but then 11 Bxd4 Qxd4 12 Rd1 incredibly leaves the black queen with no safe escape square) 11 Qf4 g5 (11...f5 is pointless after 12 0-0-0 intending d5 with a clear advantage) 12 Nxg5 Bxg5 13 Qxg5 Qxg5 14 Bxg5 Nxd4 15 0-0-0 and White is better with his strong bishops, A.Kharlov-A.Beliavsky, Novosibirsk 1995.

9 Bb5 Kf8 (Diagram 71)

Black steps away from the pin, while sidestepping any tricks with Nf6+; but this

causes long-term problems because of the time it takes to activate the king's rook. However, if 9...h6 10 Bf4 planning 0-0-0 is very promising for White; and 9...a6? allows the star move 10 Ng5!, when a sample line runs 10...Bxg5 11 Bxc6+ Bxc6 12 Qxc6+ Kf8 13 Bxg5 and reality hits home for Black, because the bishop can only be taken at the cost of the rook on a8.

10 Ng5 Bxg5

Timidly defending the checkmate on f7 with 10...Nh6? is not an option, as White was also threatening 11 Nxe6+, forking the king and queen.

11 Bxg5 Qxg5 12 Bxc6 Bxc6 13 Qxc6 Rc8 14 0-0 (Diagram 72)

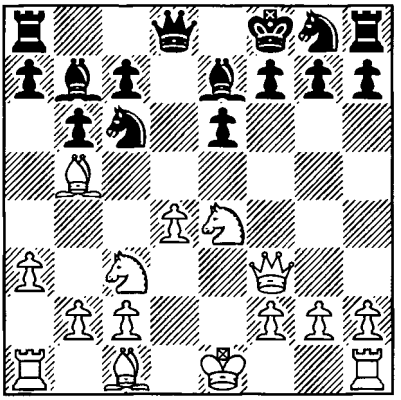

Diagram 71 (W)

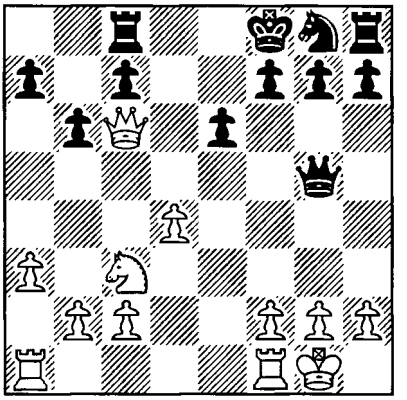

Diagram 72 (B)

After the forced sequence of exchanges White has a comfortable position with a safe king and influential queen. In contrast, Black still needs to figure out how to free his king's rook.

14...Ne7 15 Qd7 Qf4

An obvious plan is to move the king out of the way, but 15...g6 16 Rfe1 Kg7? runs into 17 Ne4! Qh4 18 g3 and the black queen can no longer defend the knight on e7.

16 d5 Qd6 17 dxe6 Qxe6 18 Qd4

White wants to keep the queens on for a possible attack, but that does not mean an ending is totally ruled out if Black compromises his position:

18...Qf6 19 Qxf6 gxf6 20 Rad1 (Diagram 73)

It is clear that White has all the fun in this ending: his rook is poised to occupy the important seventh rank where he can wreak havoc, while Black has saddled himself with weak, doubled f-pawns.

20...Kg7

It is true that 20...Ke8 prevents Rd7, but then 21 Rfe1 pins the knight with the big threat of Nd5, and 21...c6 is strongly met by 22 Ne4.

21 Rd7 Nc6 22 f4 Rhd8 23 Rfd1 Rxd7 24 Rxd7 Nb8 25 Rd3 Kg6 26 Nd5 Re8

Black has to prevent the knight fork on e7; and 26...Nc6 is met by 27 Rc3 Rd8 (if 27...Nd4 28 Ne7+ Kg7 29 Nxc8 Ne2+ 30 Kf2 Nxc3 31 bxc3 wins) 28 Rxc6 Rxd5 29 Rxc7 when the extra pawn gives White a big advantage.

27 Kf2 c6 28 Ne3 h5 29 Kf3 Kg7 30 Rd6 Kg6 31 g3 Kg7

It is difficult for Black to find a constructive move, so he shuffles the king back and forth, asking White the question of what he is going to do next.

32 h3 Kg6

The black knight is reduced to defending the c-pawn, while if 32...Re6 then 33 Rd8 is very strong. For example, 33...Na6 34 Nf5+ Kg6 (or 34...Kh7 35 Rf8 Kg6 36 Rg8+ reaching the same position) 35 Rg8+! Kxf5 (if 35...Kh7 36 Rg7+ Kh8 37 Rxf7 wins) 36 g4+ hxg4+ 37 hxg4 checkmate.

33 g4 hxg4+ 34 hxg4 Kg7 35 Nf5+ Kg6 36 Ng3 Kg7 37 Nh5+ Kf8 38 Nxf6 (Diagram 74)

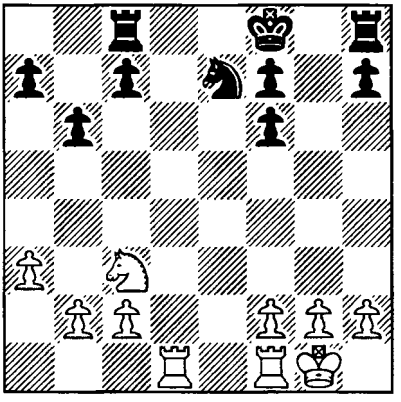

Diagram 73 (B)

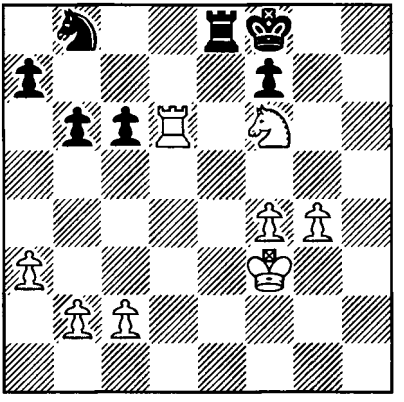

Diagram 74 (B)

White has won a pawn and now piles on the pressure by advancing his kingside majority.

38...Rc8 39 g5 c5 40 Ke4 Nc6 41 Rd7 c4 42 f5 c3 43 b3 Kg7 44 Kf4 Rh8 45 g6! Rh4+ 46 Kg5 Ne5 47 Kxh4 1-0

Alekhine's Defence

Silicon Alekhine

There are times when computers come up with new ideas in the opening, which overturn conventional wisdom. This seemed to be the case in this section where such analysis indicates that White can win a pawn in the opening. It was mentioned in Graham Burgess's 1990s book, *The Complete Alekhine*, and also turns up in the reference work *Nunn's Chess Openings*. The idea continues to be repeated; the latest sighting is in *Starting Out: Alekhine's Defence* by John Cox where there is even a warning that this is a popular trap for White.

Wrong!

I think these respected authors have overlooked Black's resources and it could be an easy way to ensure an excellent position:

Analysis

1 e4 Nf6 2 Nc3 d5 3 exd5 Nxd5 4 Bc4 e6!? (Diagram 75)

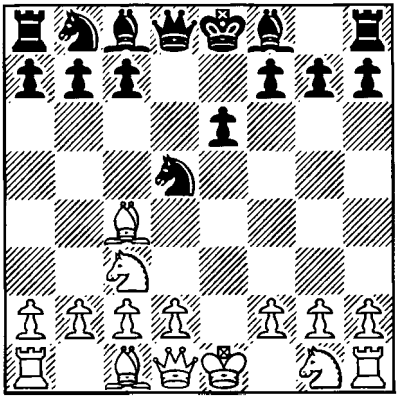

Diagram 75 (W)

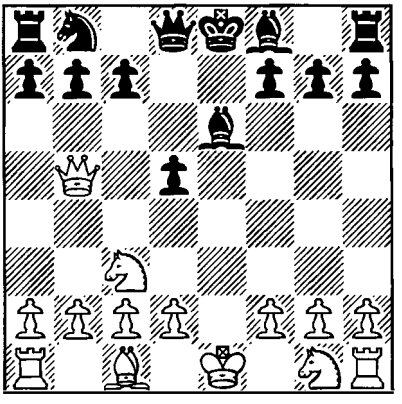

Diagram 76 (B)

The defence of the knight with the e-pawn is supposed to be a mistake.

5 Bxd5?!

This is the move recommended in the books, and it helps to win a pawn. The quiet approach is 5 Nf3 Be7 6 0-0 0-0 7 d4 and then:

a) 7...b6 8 Ne4! Bb7 9 Qe2 Nd7 10 Rd1 (10 Re1 might be better, planning to meet 10...c5 with 11 Neg5 threatening to sacrifice on e6) 10...c5!? 11 Bb5 cxd4 12 Nxd4 Qc7 led to roughly equal chances in A.Bisguier-P.Keres, Tallinn 1971.

b) 7...Nxc3 8 bxc3 c5 (maybe 8...Nd7 is also worth considering) 9 Ne5 Nc6 10 Nxc6 bxc6 11 Be3 Qa5 12 dxc5 Rd8 13 Bd3 Ba6 14 Qf3 Bxd3 15 cxd3 Rac8 16 d4 Qxc3 with a slight edge for Black, B.Shutov-M.Bounin, Dubna 2007.

5...exd5 6 Qe2+ Be6

After 6...Be7 the recommended move is 7 Qe5 and this does win a pawn, but Black gets decent compensation in the form of a lead in development; for example, 7...0-0 8 Qxd5 Bd6 9 d3 Nc6 10 Bg5 (not 10 Nf3? Nb4 11 Qb3 Be6 12 Qa4 b5! 13 Nxb5 Bd7 followed by 14...a6 winning a piece) 10...Qe8+ 11 Qe4 Be6 12 0-0-0 Qd7 13 Nge2 Rfe8 with good play for the pawn.

7 Qb5+? (Diagram 76)

This is as far as Cox analyses in his book, adding that White wins a pawn. Well, I can't blame him for neglecting the line because he is following accepted theory, but it is a perilous route for White.

7...Nc6 8 Qxb7

White can avoid taking the b7-pawn, but having wasted a couple of moves to move the queen to a silly square, the omens are not good. For instance, 8 Nge2 a6! 9 Qxb7? Na5 and the queen is trapped; or 8 d4 a6 9 Qd3 Qf6 10 Nf3 Nb4 11 Qd1 Qg6 and it is Black who is going to be a pawn up since White cannot defend c2.

8...Nb4 9 Qb5+ c6!

I think this will come as a huge surprise to White because nobody has ever played it. He will be assuming that Black will just follow the 'book' lines which are fine for White:

a) 9...Bd7 10 Qe2+ Be7 11 d3 0-0 12 a3 Re8 13 Qd1 is given in *The Complete Alekhine*, when Burgess writes that "real compensation for Black is not obvious". Well, even that could be argued after 13...d4!, though admittedly Black needs to play well to maintain the initiative. The trouble is that White managed to save himself with a timely check on e2 on move 10, but there is no reason for Black to allow such a luxury.

b) 9...Qd7 is the line in *Nunn's Chess Openings*, continuing 10 Qxd7+ Kxd7 11 Kd1 d4 12 a3 dxc3 13 axb4 cxb2 14 Bxb2 Bxb4 which Burgess assesses as unclear.

10 Qa4

If 10 Qb7? Rb8 11 Qxa7 Nxc2+ and 12...Nxa1 is winning.

10...Bd7! (Diagram 77)

This is the point of Black's play because, with the queen on a4 rather than b5, White is unable to retreat it from the danger zone. The immediate threat is 11...c5 12 Qb3 (or if 12 Nb5 a6 wins a piece) 12...c4 winning.

11 Qb3

The only move. If instead 11 d3? c5 12 Qb3 c4! 13 dxc4 dxc4 14 Qxc4 Nxc2+ wins, or 11 Kd1? c5 12 Qb3 c4 13 Qa3 Nxc2 and the discovered attack from the f8-bishop is decisive.

11...Rb8

Now the threat is ...Nd3+ to reveal a hidden attack by the rook on b8.

12 Kf1

12 Kd1? fails to 12...Nd3 13 Qa4 Nxf2+ winning the other rook.

12...Bd6 (Diagram 78)

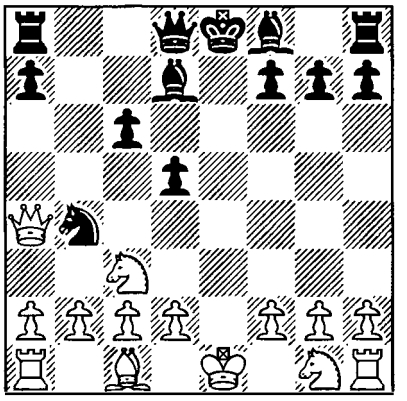

Diagram 77 (W)

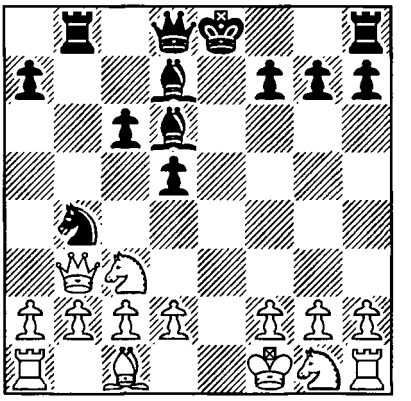

Diagram 78 (W)

I think this line is just about forced once White goes for the b7-pawn. The position is definitely better for Black, who will complete his development by castling king-side and bring his king's rook to the e-file, and there are plenty of tactical traps based on the b4-knight moving away to reveal a discovered attack on the queen. I would expect that any player of the white pieces would be shocked that his opening trick to win a pawn has resulted in such a miserable position: he has had to move his king, his queen is precariously placed, and he is struggling to get the rest of his pieces into play.

13 a3

It is difficult to find a decent plan for White. A standard move such as 13 d4 allows 13...Bf5 to pinpoint the c2-pawn; while this sample line gives an indication of what he has to worry about: 13 d3 Nxd3 14 Qa4 Nxc1 15 Rxc1 0-0 (15...Rxb2?! is not as good because 16 Re1+ Be7 17 Qd4 gives White some play that he doesn't deserve) 16 b3 Bb4 17 Nge2 a5 sees the queen defenceless against the threat of 18...c5.

13...Nd3 14 Qa4 Nc5 15 Qd4 Ne6 16 Qa4 0-0

After the little dance with the knight, Black gets back to the plan of quick development to pose problems for White.

17 Nf3

17 Qxa7? runs into 17...Nc5, after which ...Rb7 or ...Ra8 will trap the white queen.

17...a5 18 d3 c5 19 Qh4

19 Qg4 is met by 19...Nd4 20 Qh5 Nxc2 21 Rb1 Be6 22 Nxd5 and now 22...Bc7! with a big advantage, because if the knight on d5 moves away Black can take on d3 with his queen.

19...Qxh4 20 Nxh4 Nd4 21 Nxd5 Nxc2 22 Rb1 Bb5

White still has his extra pawn, but Black is in total control of the position thanks to White's backward development.

23 Ke2 Nd4+ 24 Kd2 Rfe8 25 Ne3 Ba6! (Diagram 79)

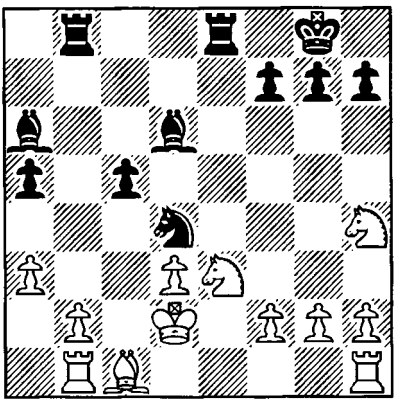

Diagram 79 (W)

The threat of ...Rb3 is very strong and Black is completely on top.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

Scandinavian/Centre-Counter

There is some confusion over the name of this opening but it certainly starts with 1 e4 d5. It was first mentioned by Luis Lucena in his manuscript of 1497. I have opted for a sneaky line for White where the obvious, logical moves by Black lead to a disaster in the opening:

□ I.Voss ■ F.Kreusch
Seefeld 2003

1 e4 d5 2 exd5 Nf6 3 d4 Bg4 4 Nf3 Nxd5 5 c4 Nb6 6 c5!? (Diagram 80)

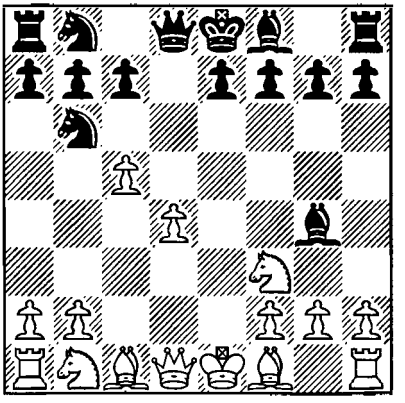

Diagram 80 (B)

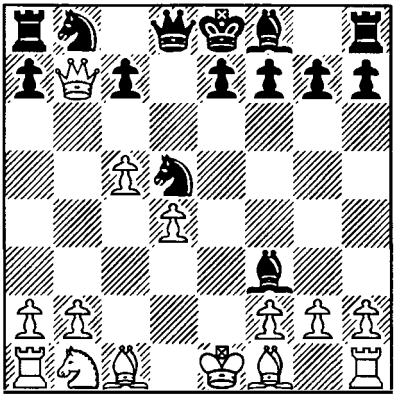

Diagram 81 (B)

The standard move is 6 Be2, but the text gives Black the chance to go wrong.

6...Nd5?!

This is the obvious response but it is inaccurate. The best move has turned out to be 6...N6d7, covering e5 against a white knight sally, while leaving the f3-b7 diagonal unobstructed; for instance, 7 Qb3 Nc6 8 Qxb7? now runs into 8...Bxf3 9 gxf3 Nxd4.

So White should just develop normally with 7 Bc4; for example, 7...e6 8 h3 (8 Nc3 Be7 9 Be3 0-0 led to roughly equal chances in A.Karlovich-H.Vogel, Dresden 2007) 8...Bh5 9 Nc3 c6 10 Qe2 Be7 11 Bf4 0-0 12 g4 Bg6 13 0-0-0 (White signals his intention to attack on the kingside) 13...b6 14 h4! h6 15 h5 Bh7 16 Rhg1 bxc5 17 dxc5 Qa5? 18 g5 Qxc5 19 g6 fxg6 20 Bxb8 gxh5 (after 20...Nxb8 then 21 hxg6 traps the bishop) 21 Rxd7 1-0 G.Pilavov-P.Lomako, Nizhnij Tagil 2006.

7 Qb3!

White already has a good game, and the threat against the b7-pawn sets Black a difficult problem to solve at the board.

7...b6?

The b7-pawn is attacked, so Black moves it – and incredibly, after just seven moves, it turns out that Black is completely lost!

A look at the alternatives is required, but the position still favours White:

a) 7...Bxf3 8 Qxb7! **(Diagram 81)** and then:

a1) 8...Ne3 9 Qxf3 Nc2+ 10 Kd1 Nxa1 (or similarly 10...Nxd4 11 Qxa8 Nb3+ 12 Nd2 Nxa1 13 Bb5+ Nd7 14 Qxd8+ Kxd8 15 b4) 11 Bb5+ Nd7 12 Bxd7+ Kxd7 13 Qd5+ Ke8 14 Qc6+ Qd7 15 Qxa8+ Qd8 16 Qxd8+ Kxd8 17 b4 and the knight on a1 was soon taken, Q.Nguyen-H.Nguyen, Dong Thap 2000.

a2) 8...Be4 9 Qxa8! (9 Nd2 Nd7 10 Nxe4 e6 leaves White a pawn up, but taking the rook is even better) 9...Nc3 (after 9...f5 10 Nd2 Nb4 11 Nxe4 Nc2+ 12 Kd1 Nxa1 13 Bb5+ Kf7 14 Ng5+ Kf6 15 Re1 Black faces a terrific attack and 15...Qxd4+ does little to help; for instance, 16 Bd2 g6 17 Re6+ Kg7 18 Rxe7+! Bxe7 19 Ne6+ wins) 10 Bb5+! Nxb5 (10...c6? allows simply 11 Nxc3 when Black is embarrassed) 11 Qxe4 Nxd4 12 Be3 with a big advantage.

b) 7...Nc6 8 Qxb7 Ndb4 9 Bb5! Bd7 **(Diagram 82)** and now:

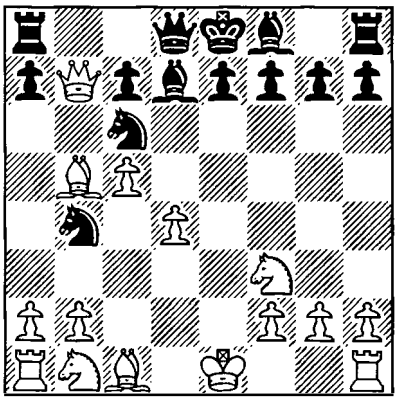

Diagram 82 (W)

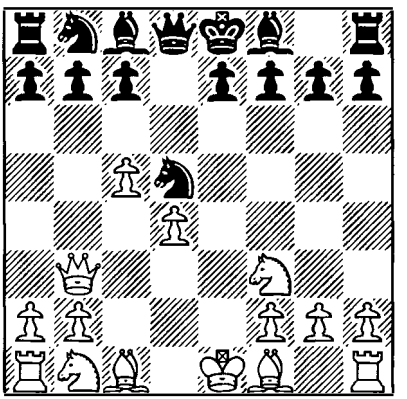

Diagram 83 (W)

b1) 10 Bxc6 Nxc6 11 Qa6 (the queen has done a good job in winning a pawn and now prepares to retreat) 11...Nb4 12 Qc4 Rb8 13 a3 Be6 14 Qe2 Nc6 15 Be3 and Black's brief initiative has faded leaving White is a pawn up.

b2) 10 d5!? has also been suggested, when the complications seem to favour

White; for example, 10...Nc2+ 11 Kd1 N6b4 (or 11...Rb8 12 dxc6! Bf5+ 13 Ke2 Nxa1 14 Rd1 with advantage) 12 Bxd7+ Kxd7 13 Bf4! (not 13 Ne5+?! Ke8 14 Qb5+?! c6 15 Nxc6 Qxd5+ 16 Bd2 Nxc6 17 Kxc2 Rb8 18 Qa4 Qxc5+ and Black is actually better) 13...Rb8 14 c6+ Ke8 15 Qxc7 Rc8 (if 15...Qxd5+ 16 Nbd2 Rd8 17 Rc1) 16 Qxd8+ Rxd8 17 d6! exd6 (17...Nxa1 is met by 18 d7+) 18 a3 Nxa1 19 Re1+ Be7 20 axb4 with a winning position as the knight at a1 has no escape route.

c) 7...Bc8 **(Diagram 83)** and then:

c1) 8 Bc4 c6 9 Nc3 e6 10 0-0 (White has a space advantage and a lead in development which he uses to good effect) 10...Be7 11 Re1 0-0 12 Ne4 Nf6 13 Neg5 Nd5 14 Qd3 g6 15 h4 Nd7 16 h5 b6? 17 hxg6 hxg6 18 Rxe6! (18 Nxe6! also wins) 18...Bf6 (if 18...fxe6 19 Qxg6+ Kh8 20 Qh7 checkmate) 19 Rxc6 Bxg5 20 Bxg5 N7f6 21 Bxf6 1-0 E.De Kleuver-S.Thomasson, Dieren 2006.

c2) 8 Bg5!? sets up another trap by pinning the e-pawn; for example, 8...g6? 9 Bc4 c6 10 Nc3 (only now does Black see the point of 8 Bg5, as he can no longer support the knight on d5 and it can't move either) 10...Qa5 11 0-0 e6 12 Rfe1 (better still 12 Nxd5 cxd5 13 Bxd5! exd5 14 Rfe1+ Be6 15 Qxb7 when White is close to victory) 12...Bg7 13 Nxd5 cxd5 14 Bxd5 0-0 15 Bxb7 Bxb7 16 Qxb7 with two extra pawns, J.Murray-R.Soikkeli, Irish Championship, Dublin 2007.

8 Ne5! (Diagram 84)

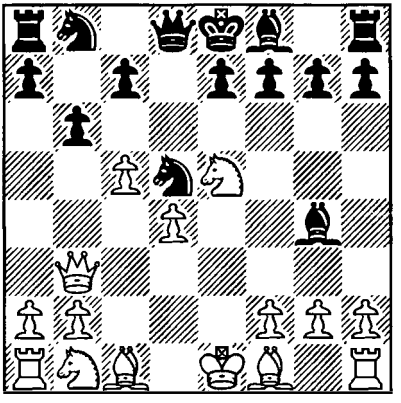

Diagram 84 (B)

White can already congratulate himself on a fine win, because Black has no reasonable defence to the twin threats of 9 Nxg4 and 9 Bb5+.

8...Be6

The only move that answers both threats is 8...Bd7, but that allows simply 9 Qxd5 when White is a piece up with another double attack against f7 and a8 to boot.

9 Bb5+ c6

The final problem for Black is that 9...Nd7 fails to 10 Bxd7+ Bxd7 11 Qxd5 winning a piece.

10 Nxc6 Qc8 11 Nxa7+ 1-0

Black did not wait for his queen to be taken.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

Pirc Defence

The opening was named after the Yugoslav Grandmaster, Vasja Pirc (1907-80), who revived the line in the 1940s.

The Crafty Queen

□ **A.Wieser** ■ **H.Lischnig**

Graz 1997

1 e4 d6 2 d4 Nf6 3 Nc3 g6 4 Bc4

This is an aggressive way to handle the Pirc and may unsettle the average player who is used to the standard lines.

4...Bg7 5 Qe2 (Diagram 85)

I like this queen move because it makes Black worry about the significance of the white e-pawn advancing.

5...e5!?

This certainly stops any ideas of e4-e5, but White has scored well in this position. Other moves are examined in the next game.

6 dxe5 dxe5 7 Nf3 Bg4? (Diagram 86)

The e5-pawn is under attack so the bishop pins the knight, but it fails to a tactical trick.

Instead:

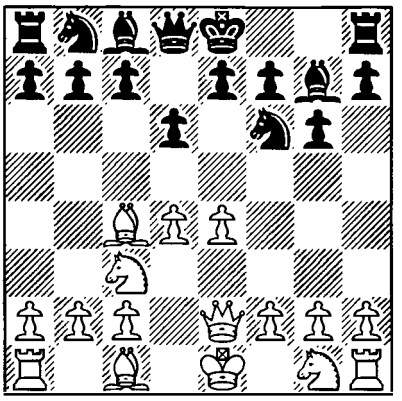

Diagram 85 (B)

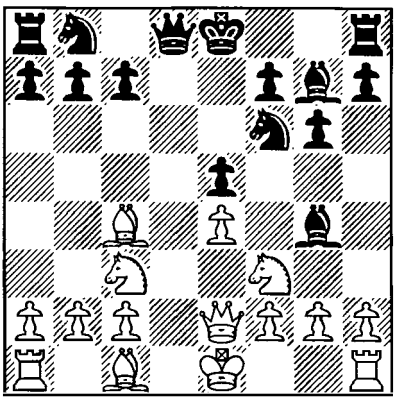

Diagram 86 (W)

a) 7...Qe7 8 Bg5 c6 9 0-0-0 (another advantage of 5 Qe2 is that it makes it quicker to castle queenside) 9...Bg4 10 h3 Bxf3 11 Qxf3 Nbd7 12 Kb1 0-0-0 (12...0-0? allows the pretty 13 Rxd7! Qxd7 14 Bxf6 winning two pieces for the rook) 13 Qe3 Nb6 14 Bb3 h6 15 Rxd8+ Kxd8 16 Bh4 g5 17 Bg3 Nfd7 18 f3 Rf8 19 Bf2 Kc7 20 a3 Rd8 21 h4 Bf6 22 h5 Qe8 23 Ne2 Be7 24 Qc3 Nf8? (a blunder in a bad position) 25 Qxe5+ Rd6 26 Bg3 Kd8 27 Qc3 Rd7 28 Qa5 1-0 M.Suba-J.Pardo Robles, Collado Villalba 2006.

b) 7...Nbd7 8 Be3 (the good thing about this line is that it the general plan is easy to follow: if e4-e5 is thwarted you just aim to castle queenside) 8...0-0 9 0-0-0 Qe7 10 Ne1 c6 11 a4 Nc5 12 f3 (supporting the e-pawn and giving White the attacking option of a kingside pawn advance) 12...Be6 13 Bxc5 Qxc5 14 Bxe6 fxe6 15 Nd3 Qa5 16 Qe3 b5 17 Qc5! (stopping Black's counterplay and highlighting the weakness of his pawn structure) 17...Rfe8 18 Qxc6 bxa4 19 Qxa4 Qb6 20 Qb5 Qe3+ 21 Kb1 Rab8 22 Qc5 Qg5 23 g4 Nd7 24 Qxa7 Rec8? (once again Black makes it easy) 25 Qxd7 Rxc3 26 Qxe6+ with a winning advantage, M.Suba-A.Salmeron Cerdan, Almeria 2006.

8 Bxf7+! Kxf7

Instead, 8...Ke7 saves the e5-pawn, but after 9 Bb3 the king looks ridiculous on e7; for example, 9...Nc6 10 Qc4 Rf8 11 h3 Bd7 12 Bg5 (12 Be3 is also strong) 12...Ke8 13 Nd5 Rc8 14 Nxf6+ Bxf6 15 Bh6 b5 16 Qd5 Ne7 17 Qc5 Rh8 18 Nxe5 1-0 H.Schlemmer-J.Dierich, German League 1995.

9 Nxe5+ Kf8 10 Nxg4 Nxg4 11 Qxg4 (Diagram 87)

White has won two pawns and dislodged the black king. The game ended swiftly:

11...Bxc3+ 12 bxc3 Qf6 13 Qc8+ 1-0

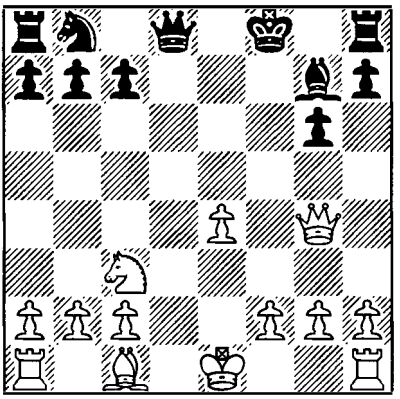

Diagram 87 (B)

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟

If this opening choice looks promising then it is worth having a close look at another game:

☐ **S.Weeramantry ■ M.Clua Ballague**

Buenos Aires Olympiad 1978

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1 e4 d6 2 d4 Nf6 3 Nc3 g6 4 Bc4 Bg7 5 Qe2 (Diagram 88)

5...0-0

Black elects not to stop the white e-pawn advancing. Black has also tried:

a) 5...Nbd7 6 e5 is good for White; for example, 6...dxe5 7 dxe5 Ng8 8 Nf3 Nh6?! 9 Bxh6 Bxh6 10 e6 fxe6 11 Qxe6 Rf8 12 Rd1 with a great position.

b) 5...Nc6 6 e5 Nxd4!? (tempting, but it produces a position that is hard for Black to control; instead 6...Nd7 7 Nf3 Nb6 8 Bb3 0-0 9 h3 Na5 10 0-0 leads to roughly equal play) 7 exf6 Nxe2 8 fxg7 Rg8 9 Ngxe2, when White has three pieces for the

queen and the practical experiences lean the game in his favour; for instance, 9...c6 10 Bh6 d5 11 0-0-0 Bd7 12 Bb3 e6 13 h4 f6 14 g4 Qe7 15 f4 0-0-0 16 Ng3 Qc5 17 f5 Qf2? 18 Nge4 Qg2 (if 18...dxe4 19 fxe6 Be8 20 e7 Rxd1+ 21 Nxd1 and Black's queen and rook are both under attack) 19 Nxf6 exf5 20 Nxg8 Rxg8 21 Nxd5 led to a winning position in K.Toma-Y.Maksimov, Pardubice 2007.

6 e5 dxe5?!

The snag with exchanging on e5 is that it allows White to put a rook on the d-file at some point to harass the black queen. Instead:

a) 6...Ne8 should be met by 7 Bg5 intending to castle queenside.

b) 6...Nfd7 7 e6 Nb6 8 Bb3 (here 8 exf7+ Kh8 9 Bg5 is promising) 8...Nc6 (8...d5! offers equal chances) 9 Nf3 fxe6 10 Bxe6+ Bxe6 11 Qxe6+ Kh8 12 Be3 Rf6?! (perhaps 12...Qc8!? is the best defence) 13 Qh3 Qc8 14 g4 Qd7 15 0-0-0 with a good position for White in J.Zezulkin-F.Galassi, Lodi 2005.

7 dxe5 Ne8 8 Bg5! (Diagram 89) 8...c5?!

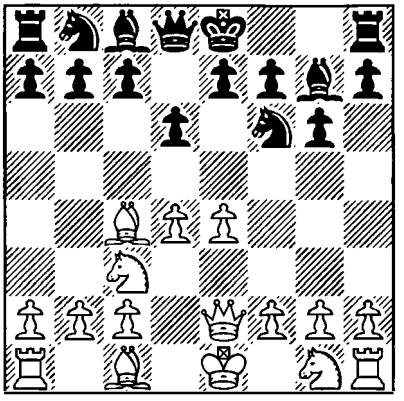

Diagram 88 (B)

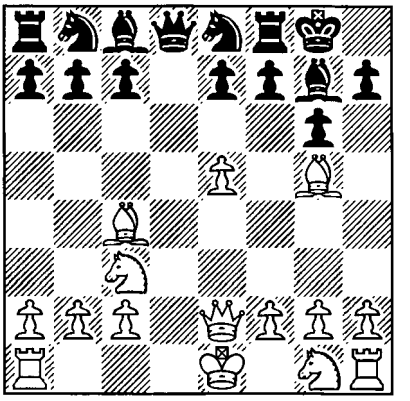

Diagram 89 (B)

Black wants to create an escape route for the queen, but pushing the pawn two squares creates weakness at d5. The restrained 8...c6 is better, though White won with an unusual twist in the game E.Loschi-M.Coluccelli, Rome 1990: 9 Rd1 Qc7 10 Nf3 e6?? 11 Bd8 1-0.

9 h4

White only has eyes for an attack down the h-file and it works out well. But 9 Rd1 was stronger, when 9...Qc7 is hit by 10 Nd5, while 9...Bd7 runs into 10 e6 fxe6 11 Bxe6+ Kh8 12 Bxd7 Nxd7 13 Bxe7 winning.

9...Kh8?

The superior 9...Nc6, intending ...Nd4 (and making use of 8...c5), slows down

White's attack, although 10 h5 Nd4 11 Qd2 Bf5 12 0-0-0 still gives him an edge.

10 h5 (Diagram 90)

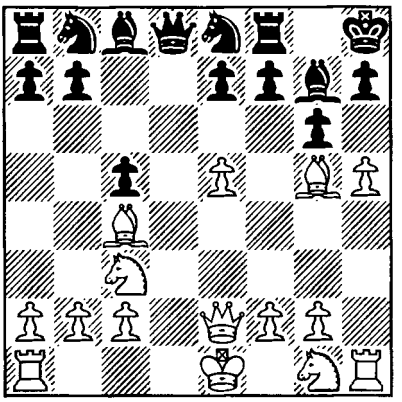

Diagram 90 (B)

10...f6

The position is already hopeless; for instance, it is too late for 10...Nc6 due to 11 Bxf7! Rxf7 12 hxg6 Rf8 13 Rxh7+ Kg8 14 Qh5 with a forced checkmate.

11 hxg6 e6 12 Qh5 h6 13 Bxh6 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟

The Joker

□ A.Huber ■ Ola.Schmidt

German League 1997

1 e4 d6 2 d4 Nf6 3 Nc3 g6 4 g3 c5?! (Diagram 91)

The idea of playing ...c7-c5 followed by ...Qa5 threatening ...Nxe4 is a standard theme in the Pirc. The good news for White is that in this particular position it is simply wrong.

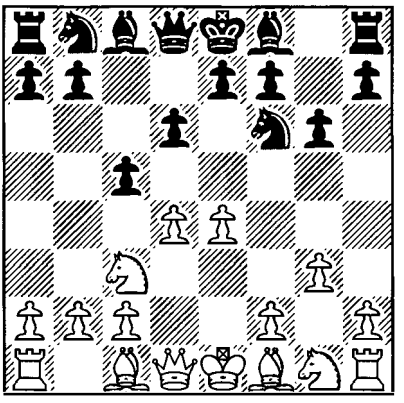

Diagram 91 (W)

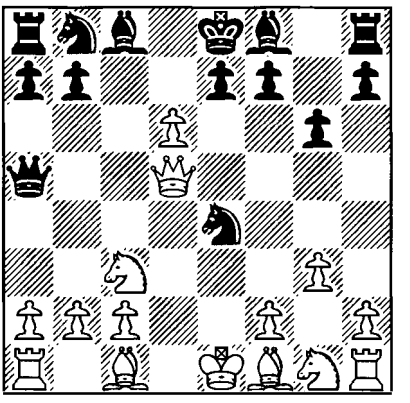

Diagram 92 (B)

5 dxc5!

The feeble 5 d5 Bg7 6 Bg2, transposing into an old Benoni variation, has been the choice of a number of players who should know better.

5...Qa5

If 5...dxc5 6 Qxd8+ Kxd8 7 Be3 Nbd7 8 0-0-0 with much the better chances thanks to the lead in development and Black's awkwardly placed king.

6 cxd6 Nxe4 7 Qd5! (Diagram 92)

This is the key idea which Black must have missed on move 4, because it rewards White with a wonderful position by forcing the exchange of queens on very favourable terms.

7...Qxd5

7...Nc5? runs into 8 Bb5+ Nbd7 (or if 8...Ncd7 9 Bxd7+ Nxd7 10 Qxa5) 9 Qxc5 and White has an extra piece.

8 Nxd5 Na6

The original game in this line, J.Bednarski-P.Peev, Lublin 1973, ended quickly after 8...Be6 9 Nc7+ Kd7 10 Nxa8 1-0.

9 dxe7 Bxe7 10 Bxa6 bxa6 (Diagram 93) 11 f3

The most accurate continuation, though White is spoilt for choice; for instance, 11 Nc7+ Kd8 12 Nxa8 Bb7 13 f3 Nd6 14 Be3 is very good too.

11...Bf5 12 Nc7+

12 Nxe7 Kxe7 13 g4! is another way to win.

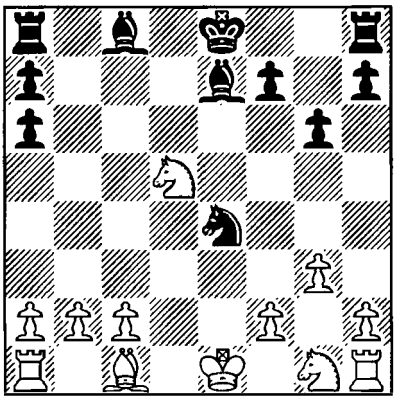

Diagram 93 (W)

12...Kd7 13 Nxa8 Bb4+ 14 Ke2 Rc8 15 fxe4 Bxe4 16 c3 Bc5

Or 16...Bxh1 17 cxb4 Bxa8 18 Kd3 and White is a piece up.

17 Nf3 Re8 18 Rd1+ Kc8 19 Nd4 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

Chapter 3

Queen's Pawn Openings: 1 d4

The golden rules of successful opening play are all too easily forgotten. This is where the tricks and traps can help to swing the game in your favour, normally within ten moves. I have to admit that there is no guarantee of a brilliant win, but so many people have fallen victim to some of these lines that it must be a good sign. I think these opening traps will help you on the road to further chess advancement.

Albin Counter-Gambit

Lasker Trap

This is named after Emanuel Lasker (1868-1941), who was World Champion from 1894-1921. It involves promoting a pawn after just seven moves, and the twist is that Black wants an extra knight on the board. The name originated after a game in Moscow in 1899, where Lasker played Black against three opponents who could consult each other about the best moves. This was the first time the trap had been played by such a renowned player and it was duly named after Lasker.

□ **T.Schumacher** ■ **H.Minarsch**
Grossauheim 2007

1 d4 d5 2 c4 e5 3 dxe5 d4 4 e3?! (Diagram 1)

This idea looks very logical, as 4...dxe3? 5 Qxd8+ Kxd8 6 Bxe3 would leave White a pawn up, but there is a flaw in it. Instead, 4 Nf3 is the usual move.

4...Bb4+ 5 Bd2 dxe3 (Diagram 2) 6 Bxb4??

It is understandable to grab the bishop and it has been done on numerous occasions. This is because White is expecting 6...exf2+ 7 Ke2 (to keep guard on the white queen) 7...fxg1Q 8 Qxd8+ Kxd8 9 Rxg1, when the position offers equal chances.

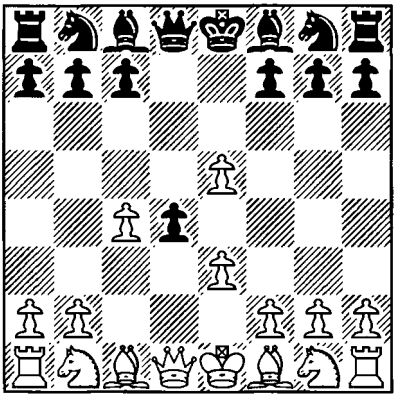

Diagram 1 (B)

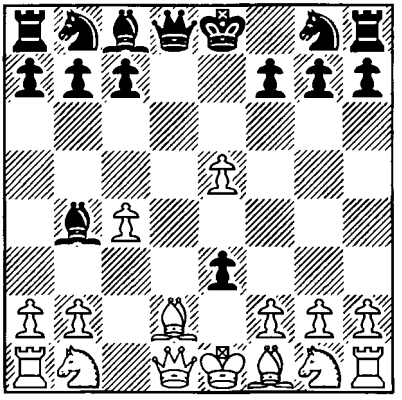

Diagram 2 (W)

The other moves are:

a) 6 Qa4+? Nc6 7 Bxb4 and then:

a1) 7...Qh4 was the move chosen by Lasker in the original game, which continued 8 Ne2 (8 g3 exf2+ 9 Kxf2 Qd4+ transposes to 7...exf2+ below) 8...Qxf2+ 9 Kd1 Bg4 (Black has an overwhelming attack because the white king is so exposed) 10 Nbc3 0-0-0+ 11 Bd6 cxd6 12 e6 fxe6 13 Kc1 Nf6 14 b4 d5 15 b5 Ne5 16 cxd5 Nxd5 17 Qc2 Nb4 18 Nd1+ Nxc2 19 Nxf2 Rd2 0-1 Blumenfeld, Boyarkow & Falk-Em.Lasker, Moscow 1899.

a2) 7...exf2+ 8 Kxf2 Qh4+ 9 g3 Qd4+ 10 Kg2 (or 10 Ke1 Qe4+ 11 Kf2 Qxh1) 10...Qxb2+ 11 Ne2 Qxa1 12 Nd2 Qxe5 led to a big material advantage in A.Elarbi-P.Babarczy, Budapest 2006.

b) 6 fxe3 is necessary, accepting doubled e-pawns; for instance, 6...Qh4+ 7 g3 Qe4 8 Qf3 (instead 8 Bxb4? Qxh1 9 Nf3 Bg4 10 Nbd2 Nc6 11 Bc3 0-0-0 12 Kf2 Nh6 favours Black; but 8 Nf3! Qxe3+ 9 Be2 Bxd2+ 10 Qxd2 Qxd2+ 11 Nbxd2 Nc6 12 0-0-0 Nge7 is roughly equal) 8...Bxd2+ 9 Nxd2 Qxe5 10 0-0-0 Nf6 when Black has a slight edge due to the weak e3-pawn, T.Shumiakina-A.Raetsky, Cappelle la Grande 1995.

6...exf2+ 7 Ke2 fxg1N+! (Diagram 3)

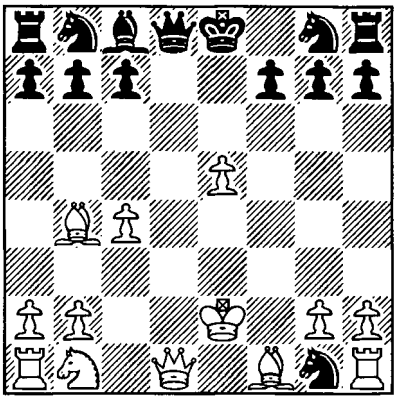

Diagram 3 (W)

This underpromotion is what catches White out, because people normally just promote to a queen.

8 Rxg1

8 Ke1, with the vague hope of taking on g1 later, is equally hopeless after 8...Qh4+ 9 Kd2 (if 9 g3 Qe4+ wins the rook on h1) 9...Nc6! 10 Bc3 Bg4 11 Qe1 0-0-0+ 12 Ke3 Qg5+ 13 Kf2 Rd1 14 Qe4 Bf5 15 Qe3 Rxf1+! 0-1 W.Wright-R.Finegold, Detroit 1990.

8...Bg4+ 0-1

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

? **DID YOU KNOW? Lasker only learned to play chess at the age of 11.**

Budapest Defence

This is an aggressive defence which has plenty of tricks associated with it. It was named after the Hungarian players Istvan Abonyi, Zsigmond Barasz, and Gyula Breyer who resided in Budapest and analysed the opening in 1916.

□ **G.Pichler** ■ **J.Riedl**
Wattens 1996

1 d4 Nf6 2 c4 e5 (Diagram 4)

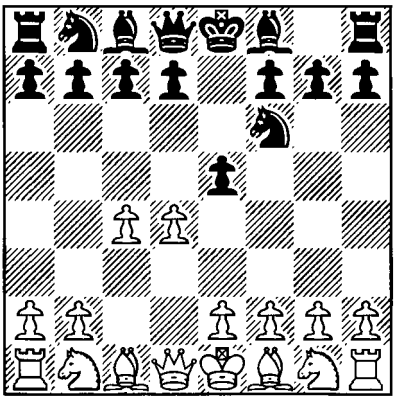

Diagram 4 (W)

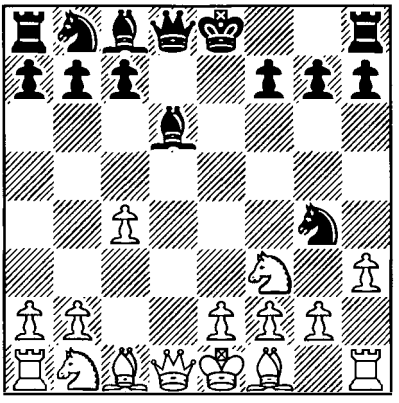

Diagram 5 (B)

The first sign that the opening is a Budapest.

3 dxe5

White can decline the pawn with h3 d5, but then 3...Bc5 is a good reply. For instance, 4 Nc3 d6 5 Bg5? Bxf2+! 6 Kxf2 Ng4+ 7 Ke1 Qxg5 with a big advantage thanks to the extra pawn and the white king stuck on its original square.

3...Ng4 4 Nf3

Another trap is seen after 4 Bf4 in the next game.

4...d6?!

Black makes his pawn deficit permanent in order to activate his king's bishop and set a trap. Instead, 4...Bc5 5 e3 Nc6 is the usual continuation.

5 exd6 Bxd6 6 h3?? (Diagram 5)

Trying to force the knight to retreat is the instinctive try in the position, but this is

what Black is hoping for. It should be noted that 6 g3??, intending to fianchetto the light-squared bishop, is also a blunder due to Black's next move. Instead, White should simply develop with 6 Nc3, which has the added benefit of defending the queen.

6...Nxf2!

White is completely lost because 7 Kxf2 runs into 7...Bg3+! 8 Kxg3 Qxd1 and wins; or if Black wants to be cheeky, then 7...Bc5+ 8 Ke1 Bf2+! 9 Kxf2 Qxd1.

Just for the record 7 Qa4+ is thwarted by 7...Bd7 with 8...Nxh1 to follow after the white queen takes evasive action.

7 Qd4 Nxh1

and Black's massive material advantage led to victory; though White might be commended for making it to move 62 before resigning.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

□ W.Koebele ■ J.Heine

Mannheim 1994

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1 d4 Nf6 2 c4 e5 3 dxe5 Ng4 4 Bf4 Nc6 5 Nf3 Bb4+ 6 Nbd2 Qe7 7 a3 Ncxe5 8 Nxe5 Nxe5 (Diagram 6)

This has all been played many times and the feeling nowadays is that chances are about even. But not if White plays:

9 axb4??

Yes, it does happen, presumably when White thinks his opponent has been careless and forgotten to insert 8...Bxd2+ before taking on e5.

The correct move is 9 e3, when 9...Bxd2+ 10 Qxd2 d6 11 Be2 0-0 12 0-0 Ng6 (instead 12...b6 13 Rac1 Bb7 is about equal) 13 Bg3 Be6 14 Rac1 led to a slight advantage for White in G.Strutinskaya-E.Blokhina, Moscow 2008.

9...Nd3 checkmate (Diagram 7)

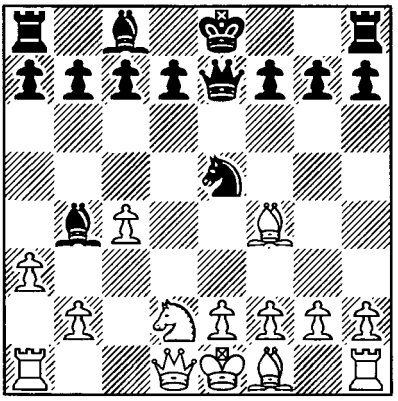

Diagram 6 (W)

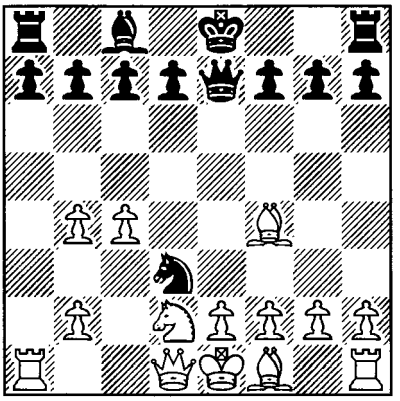

Diagram 7 (W)

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

Fajarowicz Variation

This system is closely related to the Budapest and can contain a knockout move or two if White is not prepared:

Analysis

1 d4 Nf6 2 c4 e5 3 dxe5 Ne4!? (Diagram 8)

Playing the knight to e4 is slightly unusual and is known as the Fajarowicz Variation after Sammi Fajarowicz who played it against Hermann Steiner at Wiesbaden in 1928. It is a true gambit because, in contrast to the Budapest, Black does not bother to try and reclaim the pawn.

4 a3

A bishop check on b4 is annoying for White in many lines, so this move to prevent is has become very popular.

4...Qh4

Black goes for it by threatening checkmate on f2.

If instead 4...Nc6 5 Nf3 d6 then 6 Qc2! is good for White; for example, 6...d5 (6...Bf5 is met simply by 7 Nc3! Ng3 8 e4 Nxh1 9 exf5 as the knight will not escape from the corner) 7 e3 Bg4 8 cxd5 Qxd5 9 Bc4 Qa5+ **(Diagram 9)** and then:

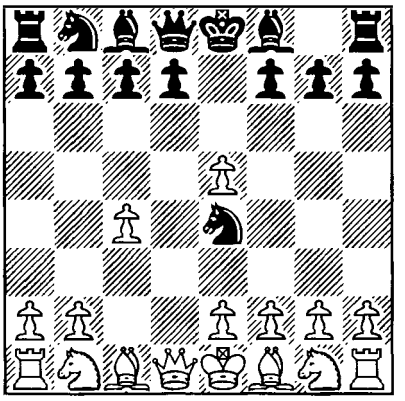

Diagram 8 (W)

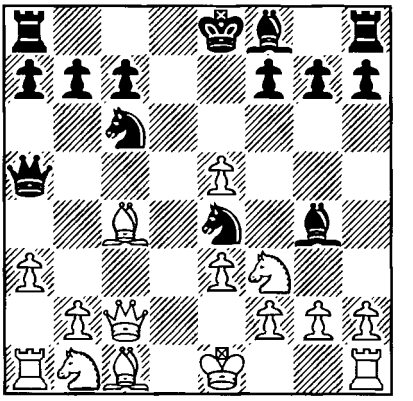

Diagram 9 (W)

a) 10 b4 Bxb4+ 11 axb4 Qxa1 12 Qxe4 Bxf3 13 gxf3 Qxe5 14 b5 Qxe4 15 fxe4 Ne5 16 Be2 is supposed to be an unclear endgame, but I favour White with the two bishops, F.Vareille-C.Adrian, St Lorraine 2000.

b) Openings expert Stefan Bücker has also suggested the pretty variation 10 Nbd2!? Bxf3 11 gxf3 Nxd2 12 Bxd2 Qxe5 (Black is happy to exchange pieces in order to regain the pawn, but unfortunately...) 13 Ba6! 0-0-0 (or if 13...Nd4 14 Qa4+ c6 15 Bxb7) 14 Qxc6 bxa6 15 Qxa6+ gets it back again.

5 Be3 Bc5 6 Nf3?? (Diagram 10)

The assumption that the queen will be forced back is a fatal mistake.

6...Qxf2+!

It has to be admitted that 6...Bxe3, as in H.Müller-W.Jobski, Schloss Schney 2000, is also very strong because 7 Nxh4? allows 7...Bxf2+ checkmate, but the text is obviously better.

7 Bxf2 Bxf2 checkmate

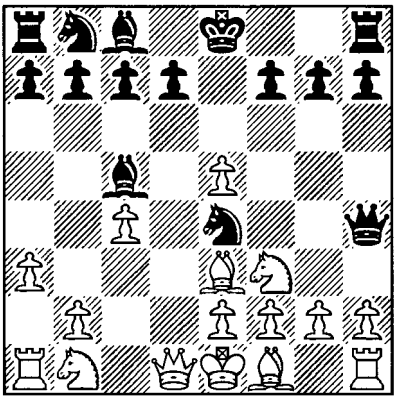

Diagram 10 (B)

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

The Englund Gambit

This is a perfect line if you are a junior or playing someone rated below 1700, because it scores highly when White plays the obvious replies and does not take Black too seriously. Indeed, I have often found that people assume Black is making up his moves as he goes along, which might explain some of the alarmingly short losses recorded by White.

☐ **G.Deacon** ■ **E.Katnic**

Toukley 2002

1 d4 e5!? (Diagram 11)

This is named after the Swedish player Fritz Englund. It looks odd to give the pawn away, but White needs to be alert to some sharp lines in this opening.

2 dxe5 Nc6 3 Nf3

It should be noted that 3 f4 is met by 3...d6! with roughly equal chances.

3...Qe7 4 Bf4 (Diagram 12)

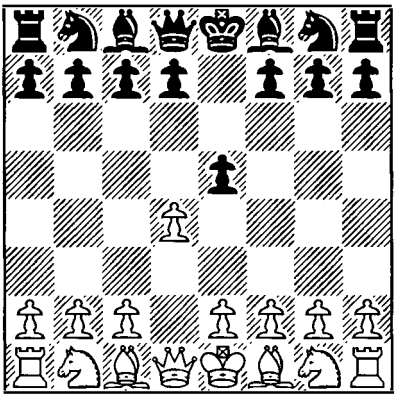

Diagram 11 (W)

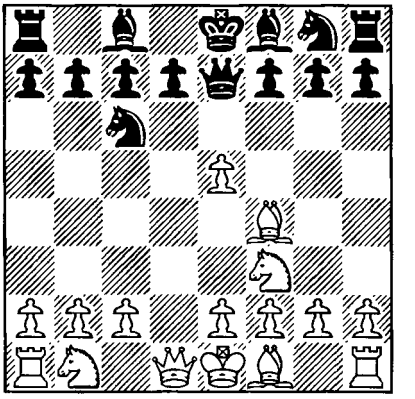

Diagram 12 (B)

The e5-pawn is attacked, so White naturally defends it and brings another piece into play.

4...Qb4+! 5 Bd2

Now the bishop is attacked, so it retreats to block the check. Instead, 5 Nbd2?? Qxf4 has been seen on a number of occasions, while 5 Qd2?? Qxb2 6 Qc3 is terrible due to 6...Bb4 pinning the queen.

5...Qxb2 6 Bc3??

The correct and only move is 6 Nc3!, when 6...Bb4 7 Rb1 Qa3 8 Rb3 Qa5 9 a3 Bxc3 10 Bxc3 Qc5 11 e3 Nge7 12 Bd3 favours White with his substantial lead in development.

6...Bb4! (Diagram 13)

This is the crucial move that White has underestimated, and now he is lost.

7 Qd2

There is no escape for White. If 7 Bxb4 Nxb4 and then:

a) 8 Na3 Qxa3 9 Rc1 Nxa2 10 Ra1 Qc3+ 11 Nd2 Nb4 with a massive advantage, A.Pintor Avila-R.Berejeno Vierge, Barcelona 2007.

b) 8 Qd2 Nxc2+ (Black can even take time out for 8...a5! since the rook isn't going anywhere; 8...Qxa1 9 Qxb4 Ne7 is also good) 9 Kd1 Qxa1 10 Qxc2 d6 11 exd6 cxd6 12 e4 Ne7 13 Bd3 0-0 led to victory in D.McKell-J.Hoole, Belconnen 2003.

c) 8 Nd4 Qxa1 9 c3 (or if 9 a3 Qxd4! 10 Qxd4 Nxc2+ wins) 9...Nxa2 10 Nb5 Kd8 11 Nxc7 Nxc3 0-1 M.Stark-M.Hughey, Edmonton 2004.

7...Bxc3 8 Nxc3

I was watching this game and White was poised to play 8 Qxc3 until he noticed that 8...Qc1 **(Diagram 14)** is checkmate.

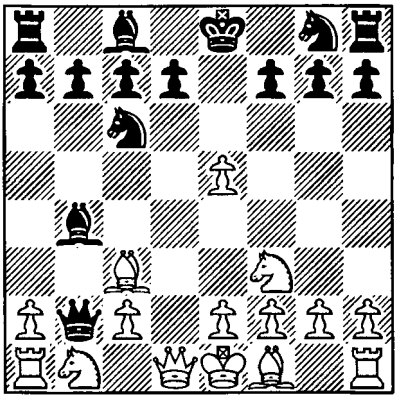

Diagram 13 (W)

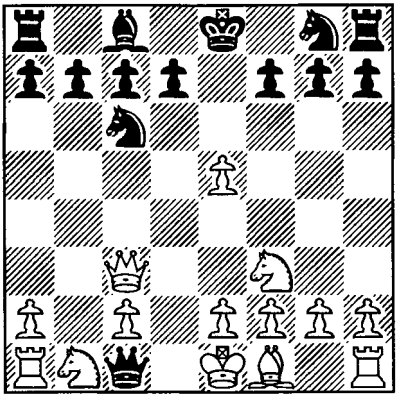

Diagram 14 (W)

8...Qxa1+ 0-1

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

The Dutch Defence

The Dutch gives Black plenty of aggressive chances in the opening and tends to be chosen by players who want a tactical battle. There is a problem, though, that advancing the f-pawn makes the black king more fragile than usual, and a casual defence can soon be smashed:

□ **A.Truskavetsky** ■ **V.Emets**
Alushta 2001

1 d4 f5 2 h3 (Diagram 15)

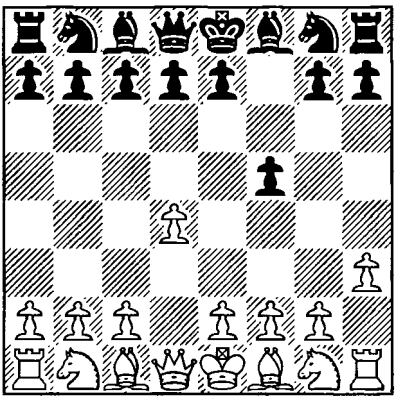

Diagram 15 (B)

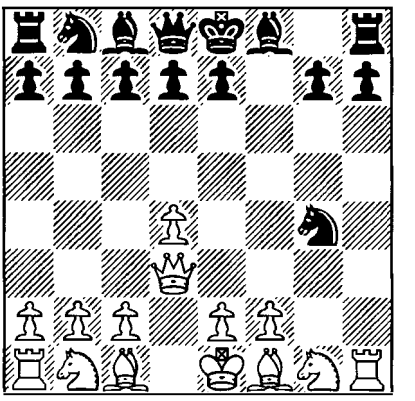

Diagram 16 (B)

This innocuous move can have a big effect if Black is careless. The immediate 2 g4 fxg4 and then 3 h3 Nf6 transposes to the game, but here 3...g3 is another possibility and 4 fxg3 Nf6 5 Bg2 d5 is considered equal.

2...Nf6 3 g4!? fxg4 4 hxg4 Nxg4 5 Qd3 (Diagram 16)

White seems merely to have given up a pawn for some open lines and a bit of pressure against h7, but there is a hidden danger for Black.

5...Nf6?

This is the obvious move, apparently defending h7 and retreating the knight out of danger.

A bigger challenge to the gambit is 5...g6, when Nf3 and Bg5 have both been suggested, planning to castle queenside before proceeding with an attack. Alternatively, 6 Rxh7!? Rxh7 7 Qxg6+ Rf7 8 Qxg4 looks intriguing. The game is about level, but Black has practical problems developing his pieces in an unusual position; for example, 8...e6 9 Bg5 Be7 10 Nf3 Nc6 11 Qh5 Bf6 12 Nc3 d5 (12...Nxd4 allows the terrific 13 Ne5!) 13 0-0-0 Bxg5+? 14 Nxg5 Qf6 15 Nb5 and Black soon resigned in I.Miladinovic-M.Salami, Melegnano 2004.

6 Rxh7 !! 1-0 (Diagram 17)

The threat of checkmate with 7 Qg6 prompts resignation, because any defence will allow White simply to take the rook on h8.

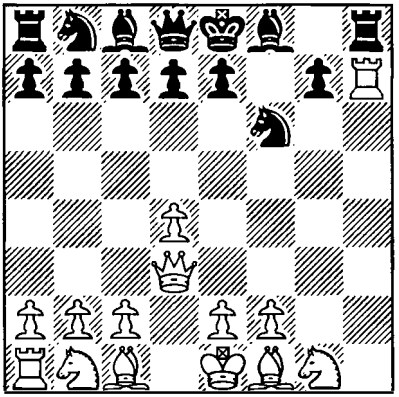

Diagram 17 (B)

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

? DID YOU KNOW? The Dutch Defence is named after Elias Stein (1748-1812) who lived in Holland. In 1789 he wrote a book for his chess pupils, and one of the openings mentioned was 1 d4 f5, which he claimed was the best defence against the queen's pawn opening.

Chase the Bishop

□ D.Gormally ■ S.K.Williams
European Championship, Liverpool 2006

1 d4 f5 2 Bg5 h6 3 Bh4 g5 4 e4!? (Diagram 18)

White ignores the threat to the bishop by suddenly preparing Qh5 checkmate!

4...Rh7?!

This looks weird but Williams has written a fine book on the Dutch so must have been studying it. I am not sure if it is a coincidence that computer software indicates Black is initially doing well here, and only radically changes its mind when White's huge attack becomes abundantly clear. Other moves:

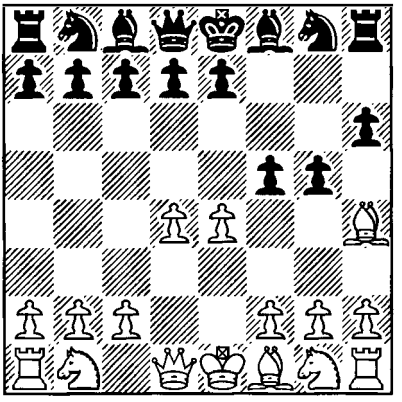

Diagram 18 (B)

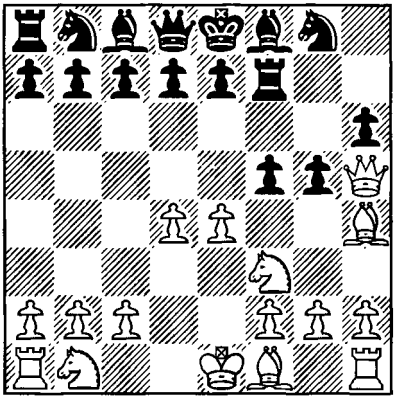

Diagram 19 (B)

a) 4...Nf6 5 e5 e6 when play might proceed:

a1) 6 exf6 Qxf6 7 Bg3 (7 Qh5+ Qf7 8 Qxf7+ Kxf7 9 Bg3 f4 is roughly equal) 7...f4 8 Qh5+ Kd8 9 Nc3 Bb4 10 Ne2 fxg3 11 hxg3 b6 12 0-0-0 Bb7 13 f4 gave White a slight initiative in V.Shishkin-V.Malaniuk, Mielno 2007.

a2) 6 Bg3 f4 7 Bd3 d5 8 exf6 Qxf6 9 Qh5+ Kd8 10 Nf3 Nc6 11 c3 fxg3 12 fxg3 Qg7 13 0-0 Bd7 14 Nbd2 Bd6 15 Rae1 when I prefer White because Black still needs to coordinate his rooks, D.Orzech-V.Malaniuk, Barlinek 2006.

b) 4...Bg7 5 Bg3 and now:

b1) 5...f4?! 6 Bxf4 gxf4 7 Qh5+ Kf8 8 Qf5+ Ke8 9 Be2! (the ominous threat of 10 Bh5 checkmate is hard to meet adequately) 9...h5 (9...Nf6 10 e5 e6 11 Qxf4 is good for White) 10 Bxh5+ Rxh5 11 Qxh5+ Kf8 12 Qf5+ Ke8 13 Qg4! Kf8 14 Qxf4+ Ke8 15 Qg5 Kf8 16 Qf5+ Ke8 17 Nf3 with a powerful position, E.Prie-E.Bolding, Val d'Isere 2004.

b2) 5...c5!? 6 exf5 cxd4 7 Qh5+ Kf8 8 Nd2 Nf6 9 Qg6 Nc6 10 h4 Qe8 with about equal chances.

5 Qh5+ Rf7 6 Nf3!? (Diagram 19)

A surprise because the bishop is still under attack, but the prospect of 7 Ne5 will

force Black to take evasive action.

I did manage to find another game where Black adopted the same crazy defence. D.Alzate-L.Rodi, Buenos Aires 2005, saw 6 Bxg5 hxg5 7 Nf3 Nf6 8 Qg6 Nxe4 9 Ne5 Nd6 10 Be2 (here I think White could try 10 Nc3, when the game continuation 10...e6 runs into 11 Nb5! with an excellent position) 10...e6 11 Bh5 Qe7 12 Qg8?! (12 Nd2 looks better, intending to bring the other knight into the attack) 12...Qf6 13 Nd2 Qg7 14 Nxf7 Nxf7 15 Bxf7+ Qxf7 16 Qxg5 Nc6 and Black is fine.

6...Nf6 7 Qg6 Nc6 8 Bxg5

White offers his bishop in the knowledge that 8...hxg5? 9 Nxg5 is game over.

8...fxe4 9 Ne5 Nxe5 10 dxe5 hxg5 11 exf6 exf6

Perhaps 11...e6 is worth considering; for instance, 12 Nc3 d5 13 Qxg5 Qxf6 is certainly an improvement for Black on the game.

12 Nc3 Bb4 13 0-0-0! (Diagram 20)

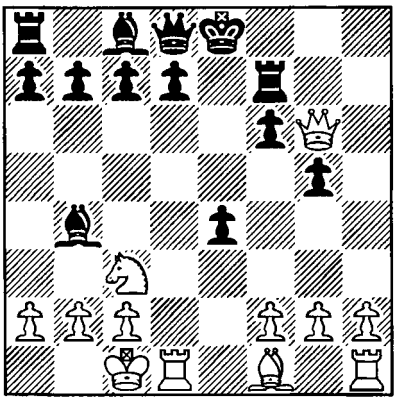

Diagram 20 (B)

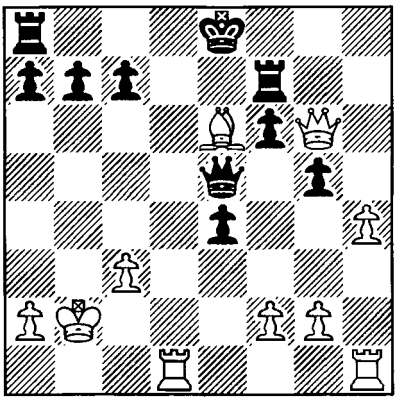

Diagram 21 (B)

The direct 13 Bc4 allows 13...Bxc3+ 14 bxc3 d5 when Black should survive.

13...Bxc3 14 Bc4!

This works well now because the rook on d1 helps to thwart ...d7-d5.

14...Bxb2+ 15 Kxb2 Qe7 16 h4

White would be very pleased to bring his king's rook into the attack after an exchange on h4, so Black is helpless to look after his pawns.

16...d5

Or if 16...g4 17 Bxf7+ Qxf7 18 Qxe4+ Qe6 19 Qg6+ Kf8 20 Rhe1 Qf7 21 Qh6+ Kg8 22 Rd5 wins.

17 Bxd5 Qe5+ 18 c3 Be6 19 Bxe6 1-0 (Diagram 21)

Black did not wait to see 19...Qxe6 20 Qg8+ Ke7 (or 20...Rf8 21 Qxe6 checkmate) 21 Qxa8 winning easily.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

The previous game is rather complicated, so another possibility is to let your opponent try to win the piece. This is a line I have been known to advocate for White against social players, as a way to upset Black who is used to the main lines. It is particularly good against people who try the obvious move 4...f4, because it seems that Black can rapidly win a piece:

□ L.Contini ■ W.Cazzaniga

Milan 1993

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1 d4 f5 2 Bg5 h6 3 Bh4 g5 4 Bg3 f4? (Diagram 22)

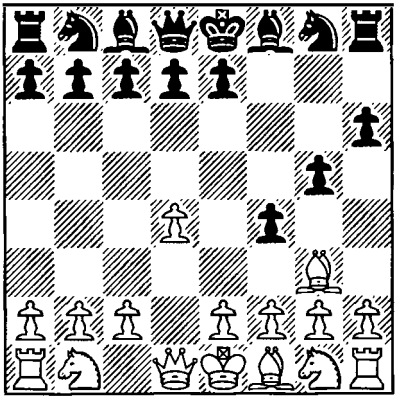

Diagram 22 (W)

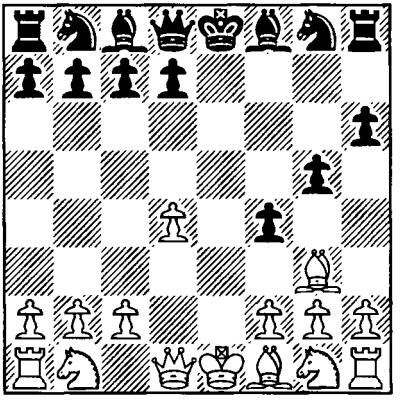

Diagram 23 (W)

A greedy move, which appears to trap the bishop. Instead, in R.Kempinski-

A.Onischuk, German League 1995, Black played solidly with 4...Nf6 to cover h5, when 5 e3 d6 6 Nc3 e6 7 Bd3 Nc6 8 Nge2 Bg7 offered roughly equal chances.

5 e3!

A calm response, which attacks Black's extended pawn chain and once again threatens checkmate on h5.

5...e5!?

This is a wild idea that has been turning up in lots of games on the Internet. White has indeed lost a number of times because, at first glance, 5...e5 defends against the checkmate threat on h5, while making sure the g3-bishop remains trapped. Instead:

a) The obvious 5...fxg3?? occurs occasionally in rapid chess, and I know that Jeremy Hodgson from London has recorded a number of victories in this manner after replying 6 Qh5 checkmate.

b) 5...h5 6 Be2 renews the threat of checkmate, and it helps the cause if Black is obliged to play 6...Nf6, because 7 exf4 h4 8 fxg5! then hits the knight; for example, 8...hxg3 9 gxf6 gxf2+ 10 Kxf2 exf6 11 Bh5+ 1-0 V.Branding-F.Polenz, Werther 2001.

6 exf4 exf4 (Diagram 23) 7 Bxf4!

Well, in blitz chess the win of a piece might seems like a triumph, but in this case White has plenty of time to construct an attack.

7...gxf4 8 Qh5+

A devastating check, which is where the fun begins for White.

8...Ke7 9 Qe5+ Kf7 10 Bc4+!

It makes sense to spurn the material and concentrate on the onslaught. If instead 10 Qxh8 Nf6 (the threat is ...Bb4+ and ...Qxh8) 11 Nc3 Qe7+ 12 Be2 Nc6 and, surprisingly, Black seems to be surviving due to the imminent threat of ...Bg7.

10...d5

After 10...Kg6 then 11 Ne2 is awesome; for example, 11...Nf6 12 Nxf4+ Kg7 13 Nh5+ Kg6 14 Qg3+! (an echo of the main game) 14...Kh7 (or 14...Kxh5 15 Bf7 checkmate) 15 Bd3+ Ne4 16 Bxe4 checkmate.

11 Bxd5+ Kg6 12 Be4+

White starts to repeat the position. I guess that this was done to pick up some time on the clock while deciding how to make progress. Then again, he might just have been taunting Black.

12...Kf7 13 Bd5+ Kg6 14 Ne2 (Diagram 24) 14...Nf6

14...Ne7 allows White to grab material safely with 15 Be4+ Kf7 16 Qxh8.

15 Nxf4+ Kg7

Maybe 15...Kh7 is a sterner defence, but White is still favourite after 16 Be6! Bxe6 17 Nxe6 Qe7 18 Nc3 with three pawns and a continuing attack for the piece.

16 Nh5+ Kg6 (Diagram 25) 17 Qg3+!

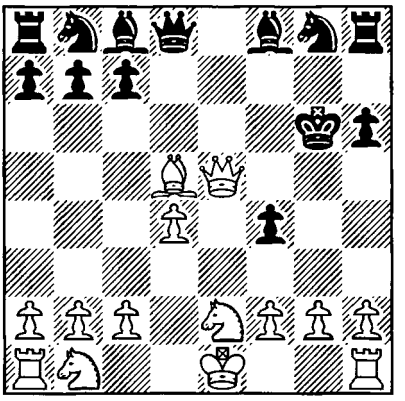

Diagram 24 (B)

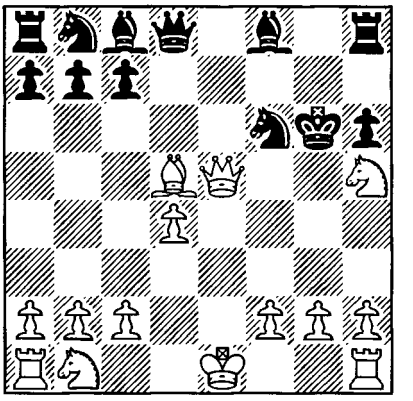

Diagram 25 (W)

The perfect response to plunge Black into more trouble.

17...Bg4

After 17...Kxh5 watch out for 18 Bf7 checkmate.

18 Nxf6

This wins, but 18 Nf4+! is even stronger, in view of 18...Kg7 (or 18...Kh7 19 Qd3+ Kg7 20 Qg6 checkmate) 19 Ne6+ forking the king and queen.

18...Kxf6 19 Qh4+ Kf5 20 Be4+! 1-0 (Diagram 26)

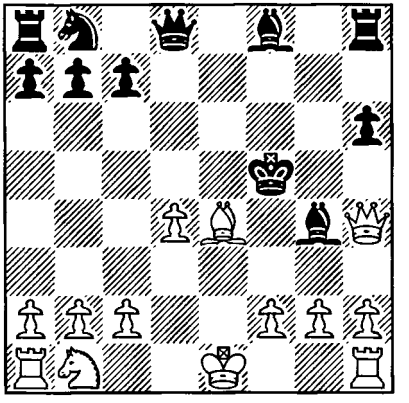

Diagram 26 (B)

Black resigned in view of 20...Kxe4 21 Nc3+ Kf5 22 Qxd8 winning easily.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

? DID YOU KNOW? The Dutch was played six times in the 1951 World Championship match between David Bronstein and Mikhail Botvinnik.

The Colle

This opening is named after the Belgian champion Edgard Colle. The following trap is designed to give Black some problems when he tries to avoid the main lines by pinning White's king's knight.

□ R.Lau ■ E.Steflitsch
Austrian League 2003

1 d4 Nf6 2 Nf3 d5 3 e3 Bg4 (Diagram 27)

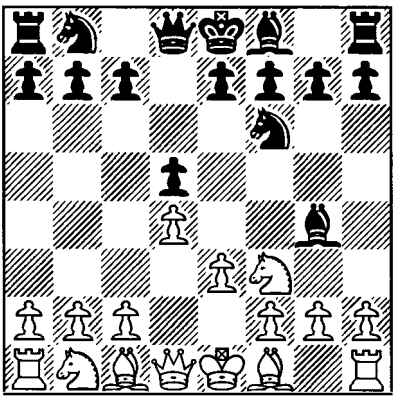

Diagram 27 (W)

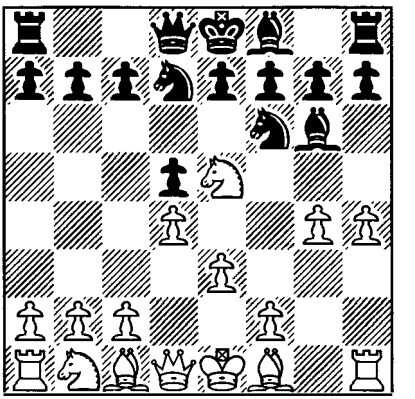

Diagram 28 (B)

This is given as an anti-Colle weapon in some reference books, but the analysis usually stops here. I think White can extract an advantage if Black is not on his guard.

4 h3 Bh5 5 g4 Bg6 6 Ne5!

White decides to give Black immediate problems. The point is that he intends to follow up with h3-h4-h5 to trap the bishop, and if Black responds with ...h7-h6, then the knight will take on g6 wrecking his pawn structure.

6...Nbd7?!

The obvious move but, surprisingly, experience shows it is not the best. Black would do well to find an alternative here:

a) 6...e6 7 h4 Qd6!? 8 Nc3! (this is a special case where White has to be careful, in view of 8 h5 Be4 9 f3 Nbd7! 10 fxe4 Nxe5 11 dxe5 Qxe5 12 Rh3 Bc5 with great play for the piece) 8...c6 (now 8...Nbd7 9 Nb5 Qb6 10 Nxd7 Kxd7 11 h5 Be4 12 f3 is just good for White) 9 h5 Be4 10 f3 Nxg4 11 Nxe4 dxe4 12 Nxg4 Qg3+ 13 Nf2 Nd7 (13...exf3 is met by 14 Rh3) 14 fxe4 led to a big advantage in V.Martinez-T.Prouteau, Besancon 2006.

b) 6...Nfd7! looks the best move, when White can continue 7 Nxg6 hxg6 8 Bg2 (8 Qf3 e6 9 c4 has been suggested as an alternative, but it's still about even) 8...c6 9 Qe2 e6 10 Nd2 Nf6 11 c3 Nbd7 12 f4 Bd6 13 0-0 with equal chances, S.Mannion-J.Shaw, Scottish Championship, Hamilton 2004.

7 h4! (Diagram 28)

The threat is 8 h5 Be4 9 f3 to trap the bishop.

7...h6

Exchanging knights with 7...Nxe5 does nothing to help Black, because 8 dxe5 then hits the one on f6, and after 8...Nd7 9 h5 Be4 10 f3 Bxf3 11 Qxf3 Nxe5 12 Qf4 White has a clear advantage.

8 Nxg6 fxg6 9 Bd3

Now the threat is Bxg6 checkmate.

9...Kf7 (Diagram 29)

It is a big concession for Black to move the king at this stage of the game, but there is no other way to save the pawn. 9...Ne4 is met simply by 10 f3 with a great position.

10 f4

Lau wants to make sure neither the black e7-pawn nor g6-pawn can be safely advanced.

Another option is 10 Rg1!, which I think would certainly make Black more concerned, because the threat of g4-g5 forcing the knight to move, followed by Qf3+ and Bxg6 is very strong. For example:

a) 10...e5 11 g5 hxg5 12 hxg5 e4 13 gxf6 exd3 14 fxg7 Bxg7 15 Nc3 dxc2 16 Qxc2 Nf8 17 Qb3 c6 18 Qxb7+ and Black will be close to giving up.

b) 10...g5 11 hxg5 hxg5 12 Nd2 (12 c4 and 12 f4 also look good) 12...e5 13 Nf3 e4 14 Nxg5+ Kg8 (14...Kg6 is crushed by the wonderful 15 Qf3!!) 15 Bf1 with the better prospects.

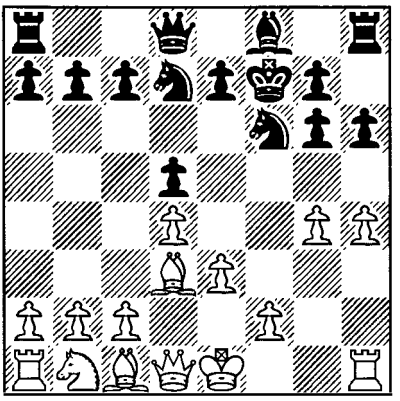

Diagram 29 (W)

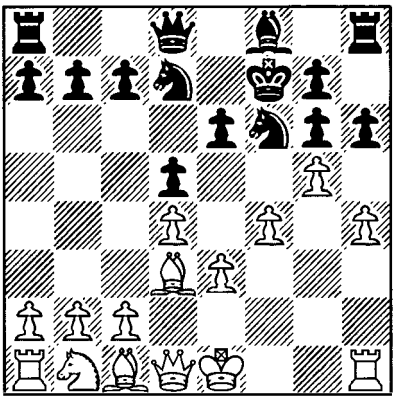

Diagram 30 (B)

10...e6

An extremely tricky position for Black; for instance, if 10...c5 11 h5! g5 (or 11...gxh5 12 g5 hxg5 13 fxg5 Ng4 14 Qf3+ and Black's position falls apart) 12 fxg5 hxg5 13 Nc3 with a great attack, because White can install his bishop on g6 to harass the black king.

11 Nd2

A developing move to help consolidate White's advantage. However, he should really aim for a quick knockout with 11 g5! **(Diagram 30)**, when Black has to deal with the problem of where to put the knight. If 11...Nh5 12 Qg4 Rg8 13 Rg1 and the threat of g5xh6 followed by Bxg6 is decisive; while 11...Ne4 can be met by 12 Bxe4 (or 12 Qf3 and if 12...Nd6 13 h5 is also good) 12...dxe4 13 Nd2 Nb6 14 Nxe4 Qd5 15 Qf3 h5 16 b3 intending c2-c4 with the advantage.

11...c5 12 c3 cxd4 13 exd4 Bd6 14 Qf3?!

Here I prefer 14 Nf3! to justify the development of the queen's knight, when play might continue 14...Nxg4 (if 14...Ne4 15 Ne5+! Nxe5 16 fxe5 Be7 17 Qf3+ Kg8 18 0-0 Bxh4 19 Bxe4 dxe4 20 Qxe4 Kh7 21 Qxb7 Rf8 22 Rxf8 Qxf8 23 Be3 Rb8 24 Qg2 leaves White a pawn up) 15 Ne5+ Bxe5 (or 15...Ngxe5 16 fxe5 Be7 17 0-0+ Kg8 18 Bxg6 winning) 16 fxe5 h5 17 Qf3+ Kg8 18 Bxg6 Qf8 19 Qg3 followed by Rf1 with a big advantage.

In the game Black managed to escape with a draw:

14...Qc7 15 0-0 Raf8 16 h5?! gxh5 17 gxh5 Ke7 18 Rf2 Nh7 19 f5 Ng5 ½-½

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟

Queen's Gambit Declined

The Cambridge Springs is notorious in junior tournaments and lower-rated contests as a dangerous weapon. This is not because Black builds a solid centre with the aim of ...Bb4 and ...Ne4 to attack the c3-knight (which is what should happen in theory), but because there is a good chance you will win a piece.

I have to admit Black is probably right to try the line, because I have witnessed dozens of children, and several adults too, gleefully take a pawn on move 6, only to slump in their chair for the rest of the game. Here is why:

□ **J.Louie** ■ **I.Yeong**

Cranbrook 2008

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1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 Nbd7 5 cxd5

White plays the Exchange Variation, which is either a high-class way of avoiding the Cambridge Springs, or a blatant attempt to win a pawn.

5...exd5 (Diagram 31)

6 Nxd5??

The knight on f6 is pinned so why not take the pawn? The idea of giving up the queen rarely occurs to White if unfamiliar with the position.

Instead, 6 e3 is the safe and standard move, when play proceeds along the lines of 6...Be7 7 Qc2 0-0 8 Bd3 Re8 9 Nf3 Nf8 10 0-0 c6 reaching a typical position for this opening with equal chances, S.Feller-V.Epishin, Metz 2008.

6...Nxd5!

It turns out that the knight wasn't pinned after all!

7 Bxd8

Of course 7 Nf3 defies logic, and it doesn't even defend the bishop as Black can just take it anyway, when 7...Qxg5 8 Nxg5 Bb4+ regains the queen in the same way as the game.

7...Bb4+ (Diagram 32)

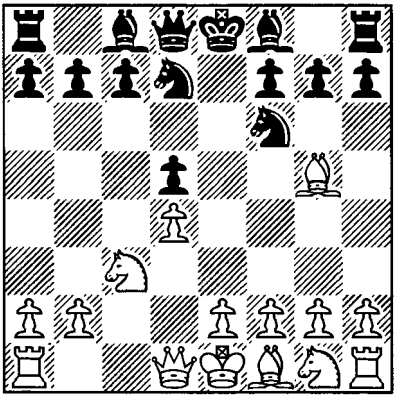

Diagram 31 (W)

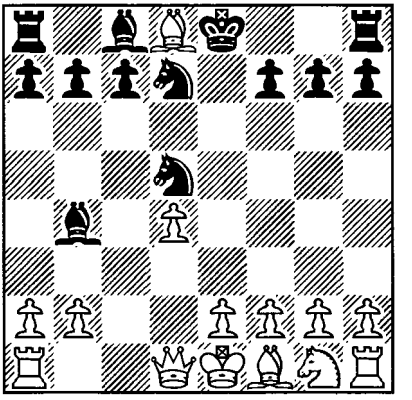

Diagram 32 (W)

It now becomes obvious that White is obliged to give the queen back.

8 Qd2 Bxd2+ 9 Kxd2 Kxd8

If we stop to count the pieces we notice that Black is a piece for a pawn up, which gives him a winning position. Nevertheless, I should add for the benefit of anyone who falls for this trap: keep going, because in this particular game White won after 47 moves!

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

DID YOU KNOW? Cambridge Springs is a town in Pennsylvania, USA.

In the next game, we examine the full Cambridge Springs variation with 6...Qa5, which was apparently first played by Emanuel Lasker in a simultaneous display at New York 1892. The opening got its name after it was used several times at the prestigious Cambridge Springs tournament of 1904. Despite it being known for a long time, there are a few lines that still catch people out:

☐ **M.Grekso** ■ **V.Slovik**

Slovakian Junior Championships 1999

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1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 Nbd7 5 Nf3 c6 6 e3 Qa5 (Diagram 33)

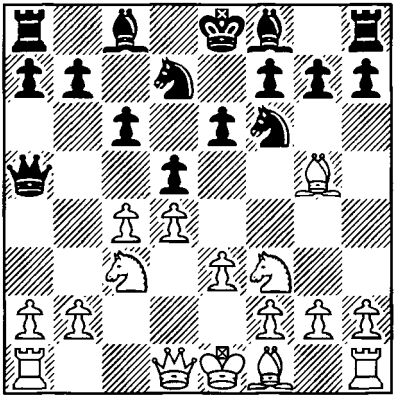

Diagram 33 (W)

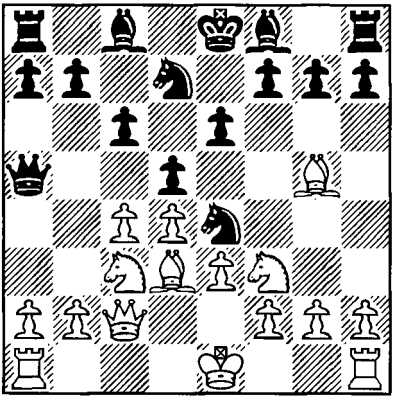

Diagram 34 (B)

The starting point of the Cambridge Springs variation. Black moves his queen out of the pin on his king's knight and returns the favour by pinning White's queen's knight.

7 Qc2

The idea is that, on c2, the queen helps to defend the queen's knight, while increasing White's influence over the e4-square.

7...Ne4 8 Bd3? (Diagram 34)

It seems that nothing much can go wrong in the position, so White routinely develops, but misses a trick.

Instead, 8 cxd5 is the safe alternative, when 8...Nxg5 9 Nxg5 exd5 10 Bd3 Be7 11 Nf3 Nf6 12 0-0 0-0 13 a3 led to a level position in P.Benko-L.Portisch, Reykjavik (rapid) 2008.

8...Nxg5 9 Nxg5 dxc4 (Diagram 35)

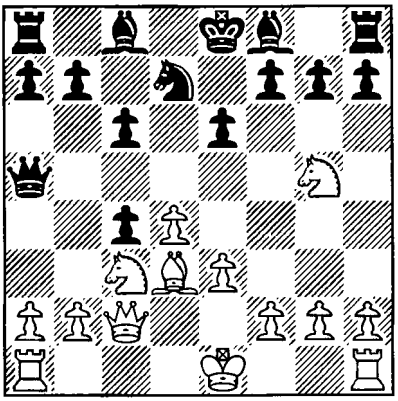

Diagram 35 (W)

All can now be revealed: the pawn capture on c4 means that Black is suddenly attacking two pieces, because the black queen threatens the knight on g5.

10 Nxf7

A desperate response, which in my eyes is only slightly better than resigning. Not that White really has any good moves here; for instance:

a) 10 Bxc4 Qxg5 and Black is a piece up, but it can be useful to see how to wrap up the game quickly: 11 g3 Bb4 12 h4 Qa5 13 0-0 0-0 14 Ne2 e5 (aiming to get the c8-bishop into play sometime soon) 15 a3 Be7 16 Rad1 exd4 17 Nxd4 Ne5 18 Be2 Bh3 19 Rfe1 Rad8 20 f4 Ng4 21 Bf3 Bf6 0-1 F.Khouri-R.Hacik, Bratislava 1993.

b) 10 Nge4 cxd3 11 Qxd3 Be7 12 0-0 0-0 13 a3 Nf6 14 b4 Qf5 15 f3 Rd8 16 Qe2 e5 (once again challenging the centre and preparing to develop the light-squared bishop) 17 Ng3 Qe6 18 Rfd1 exd4 19 exd4 Qxe2 20 Ncxe2 Nd5 21 Nf1 Bf5 22 Rac1 Bg5 0-1 Ahmad-Wo Dai, Dubai 1996.

10...cxd3 0-1

After 11 Qxd3 Kxf7 Black has won two pieces.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟

There is another interesting way for White to go wrong in this opening:

☐ S.Zörnpfenning ■ M.Eder

Austrian League 2007

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1 d4 Nf6 2 Nf3 d5 3 c4 e6 4 Nc3 c6 5 Bg5 Nbd7 6 e3 Qa5 7 Bxf6 Nxf6 8 a3

This is played occasionally, with the idea of preventing ...Bb4 and preparing b2-b4.

8...Ne4 9 Rc1 Nxc3 10 Rxc3?

The obvious move but completely wrong. I suspect it is only if White is well versed in the Cambridge Springs that he'll think of 10 Qd2!, when M.Neyra-A.Apaza Vasquez, Callao 2007, continued 10...Bd6 (the knight can't move as it is pinned to the queen) 11 Rxc3 (11 Qxc3 Qxc3+ 12 Rxc3 f6 aiming for ...e6-e5 is also level) 11...0-0 12 c5 Be7 13 Bd3 with equal chances.

10...Bxa3! (Diagram 36)

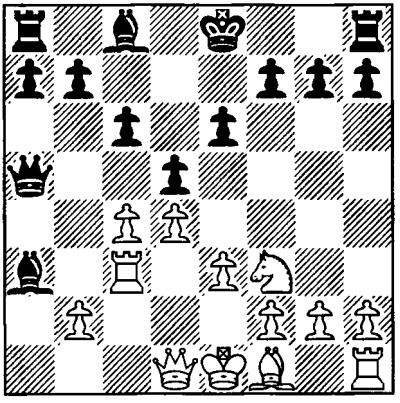

Diagram 36 (W)

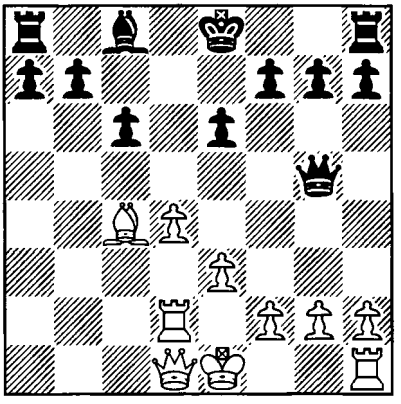

Diagram 37 (W)

A marvellous way to force a winning position in the opening. White can't take the bishop with the pawn because he would lose the rook, and the rook itself can't capture as it is pinned to the king. Meanwhile White has big problems due to the twin threats of ...Bxb2 and ...Bb4.

11 Nd2 Bxb2 12 Rc2

White struggles on, but two pawns down the final result is not in doubt.

K.Gvein-T.Bae, Oslo 2005, saw another failed attempt by White to prolong the struggle: 12 Rb3 Bc3 13 c5 b5 14 cxb6 axb6 15 Qc2 Qa1+ 16 Ke2 (16 Rb1 is expertly

met by 16...Ra2! with a big advantage) 16...Bxd2 17 Kf3 Qa4 and Black won quickly.

12...Bc3 13 Bd3 Bxd2+ 14 Rxd2 dxc4 15 Bxc4 Qg5 (Diagram 37)

Black has two connected, passed and extra pawns on the queenside. He needs only to complete development before he can push for victory.

16 f4 Qh4+ 17 Rf2 b5 18 Qf3 Rb8 19 Qxc6+? Bd7 20 Qd6 Rb6 0-1

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

The Nimzo-Indian Defence

DID YOU KNOW? Most of the world's leading players have played this opening, but it has not always been so popular. In 1883 the eminent English master, Joseph Blackburne, tried the defence but later wrote "not much good comes of this".

The Nimzo Attack

This is a line which allows Black to launch a vicious kingside attack. If White goes slightly wrong he will be destroyed.

□ **G.Mouratidis** ■ **I.Stavrianakis**
Greek Team Championship 2004

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4

The starting point of the Nimzo-Indian Defence.

4 e3

The point of Black's last move is that 4 e4? can now be met by 4...Nxe4, because the knight on c3 is pinned. There are lines where White can aim for an early e2-e4, but these usually allow Black to undermine the white pawn centre with various schemes, such as a timely ...d7-d5.

4...b6 (Diagram 38)

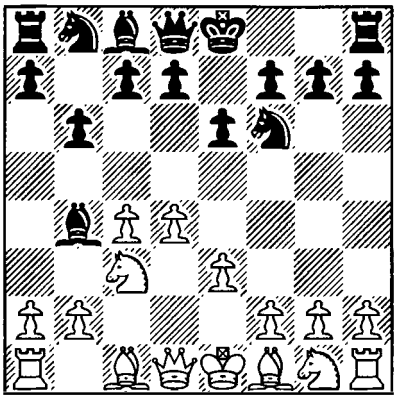

Diagram 38 (W)

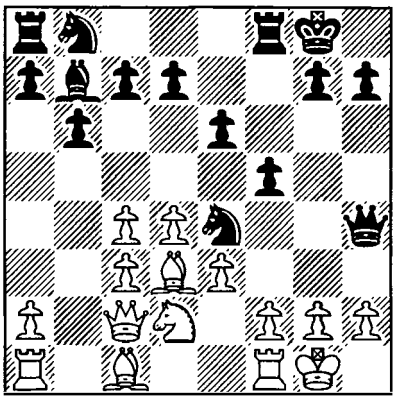

Diagram 39 (W)

This is known as the Rubinstein Fianchetto Variation. The good thing about it, I think, is that it is fairly easy to play and there are plenty of tricks if White is not careful.

5 Bd3 Bb7 6 Nf3 Ne4 7 Qc2 f5

This indicates that Black is playing the Dutch Variation; ...f7-f5 being, as we saw earlier in this chapter, the characteristic move of the Dutch Defence.

8 0-0 Bxc3 9 bxc3 0-0 10 Nd2

White is not happy to have the black knight on e4 and so does his best to make it move.

10 Ne1 is the main alternative, when 10...Nd6 (10...c5 is also reasonable) 11 Ba3 Rf6 12 f3 Ba6 13 c5 Bxd3 14 Qxd3 bxc5 15 Bxc5 Nc6 led to roughly equal chances in D.Shire-A.Therrien, Exmouth 2003.

10...Qh4 (Diagram 39) 11 Ba3?

White attacks the rook and waits for Black to move it. This idea is likely to be repeated because it is recommended in the *Encyclopaedia of Chess Openings* (often referred to simply as *ECO*). Other moves:

a) 11 a4 meets a similar fate to that in the main game: 11...Nxd2 12 Bxd2 Bxg2! 13 Kxg2 Qg4+ 14 Kh1 Qf3+ 15 Kg1 Rf6 16 Rfb1 Rh6! (16...Qh3 wins here too, but the text is more accurate) 17 a5 (well, what else?; if 17 Kf1 Rxh2 18 Ke1 Qxf2+ 19 Kd1 Rh1+ leads to checkmate) 17...Qg4+ 18 Kf1 Rxh2 19 Ke1 Qg1+ 20 Bf1 Qxf2+ winning easily.

b) 11 g3 is met by 11...Ng5! 12 f3 (not 12 gxh4?? Nh3 checkmate, or 12 e4? fxe4! 13

gxh4 Nh3+ 14 Kg2 exd3+ 15 Kxh3 dxc2 with a clear advantage) 12...Qh5 and Black has a useful initiative; for example, 13 Qd1 d6 14 Ba3 Nd7 15 Qe2 Rae8 16 h4 Nf7 17 f4 Qg6 18 Kh2 Nf6 19 Rae1 Ng4+ 20 Kh3 e5 with a strong attack in M.Sipila-J.Norri, Vantaa 1988.

c) 11 f3! is the simplest way to deal with Black's tricks, when 11...Nxd2 12 Bxd2 Nc6 (12...d6 is also possible, aiming to develop the knight on d7) 13 Rab1 d6 14 e4 fxe4 15 Bxe4 Na5 16 Bxb7 Nxb7 17 Rbe1 gave White a slight edge in H.Banikas-T.Wippermann, Gibraltar 2008.

11...Nxd2 12 Qxd2 Bxg2! (Diagram 40)

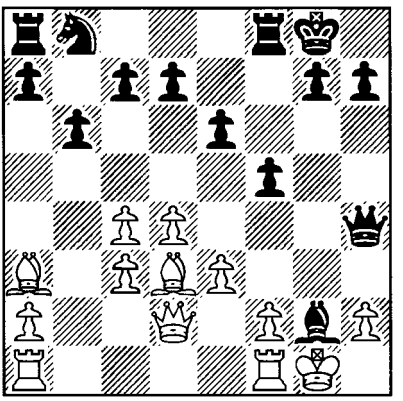

Diagram 40 (W)

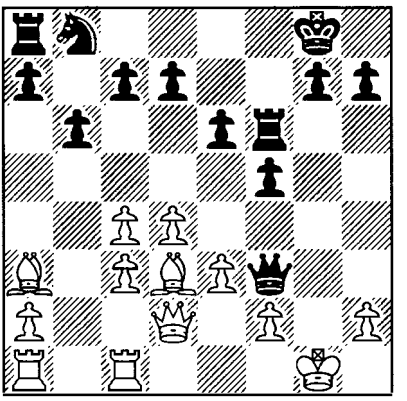

Diagram 41 (B)

This is a delightful move and is one of the tactics associated with this variation.

13 Kxg2

If 13 Bxf8 then Black wins quickly by 13...Bf3! 14 Rfb1 Qh3 15 Bf1 Qg4+ 16 Bg2 Qxg2 checkmate.

13...Qg4+ 14 Kh1 Qf3+ 15 Kg1 Rf6 16 Rfc1 (Diagram 41) 16...Qh3!

Black cuts the white king off from escaping via the f1-square and now checkmate is guaranteed. Note that 16...Rh6? would fail after 17 Kf1! Rxh2 18 Ke1 because the white queen defends f2 and the bishop can block checks by dropping back to f1.

17 f3 Rg6+ 18 Kf2 Qxh2+

There are few people who could resist winning a queen when they see such a possibility. However, Black's attack is so strong he should think of checkmate: 18...Rg2+! 19 Kf1 (or 19 Ke1 Rg1+ 20 Kf2 Qxh2 checkmate) 19...Qxf3+ 20 Ke1 Rg1+ 21 Bf1 Rxf1 checkmate.

19 Ke1 Rg1+ 20 Bf1 Rxf1+ 0-1

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

If White is starting to worry, he might check out the next game for an alternative.

Timman's Terror

In 1974 Dutch grandmaster Jan Timman beat the unfortunate Roberto Cosulich in just seven moves. One would think that Black should avoid such a disaster, but it often crops up. More worryingly, White sometimes fails to take advantage of the situation. Here is how to win:

□ S.Dilleigh ■ A.Punnett
British League 2003

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 b6 5 Ne2

Varying from the 5 Bd3 of the previous game.

5...Ba6 6 Ng3 (Diagram 42)

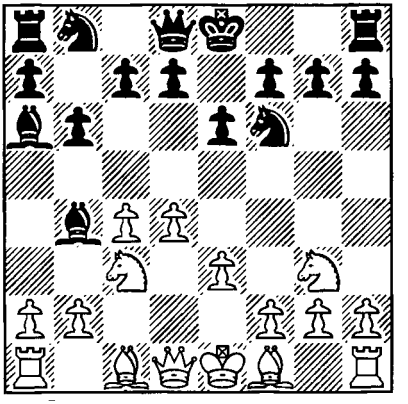

Diagram 42 (B)

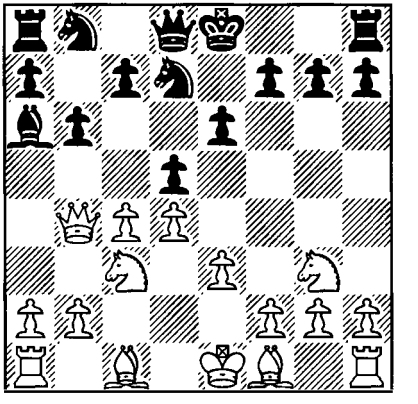

Diagram 43 (B)

6...d5?

The advance of the d-pawn occurs all the time in this line, for instance 6...Bxc3+ 7 bxc3 and then 7...d5 is perfectly acceptable, but it is not advisable to play it at once!

7 Qa4+!

A few people have missed this simple way of winning a piece. The only way to defend the bishop is with 7...Nc6, but that would give White the choice of two other pieces to take.

7...Nfd7

One Bulgarian GM could not bring himself to resign immediately, playing on a few moves with 7...b5 8 Qxb4 bxc4 9 b3 c5 10 Qxc5 Nbd7 11 Qa3 Qc8 12 Bd2 Nb6 13 e4 Bb7 before he gave up, A.Kaminik-V.Lukov, Cappelle la Grande 1996.

8 Qxb4 (Diagram 43)

Black is completely lost, though he strung the game out until move 45 before resigning.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

White Magic

If Black avoids the loss of a piece it is nice to have some other tricks available which grant White a memorable attack. The bonus is that a recent book on the Nimzo-Indian by Carsten Hansen suggests that accepting the following sacrifice is fine, but I disagree.

□ A.Vaisser ■ R.Dautov

Baden-Baden 1995

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 b6 5 Ne2 Ba6 6 Ng3 0-0

Black is wise enough to avoid Timman's Terror by not playing 6...d5?.

7 e4 Nc6 8 Bg5!?

This is a little bit unusual; the standard line is 8 Bd3 e5 9 d5 Bxc3+ 10 bxc3 Ne7 with equal chances.

8...h6 9 h4! (Diagram 44)

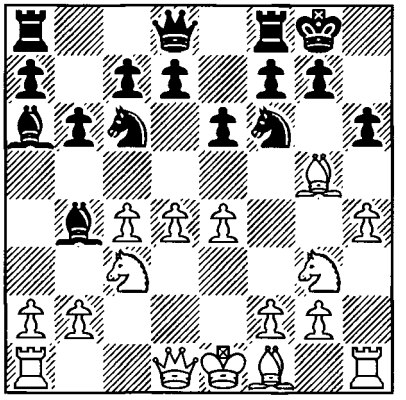

Diagram 44 (B)

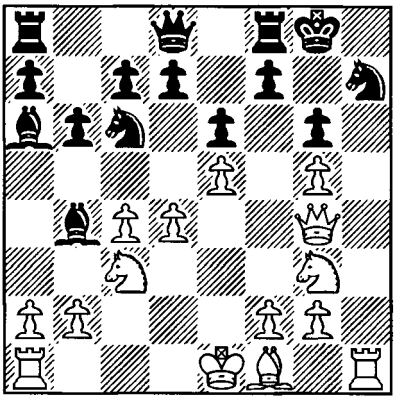

Diagram 45 (B)

White taunts Black to take the bishop, in return for granting the king's rook the open h-file.

9...hxg5?

This invites a blatant attack, and the good news is that it was regarded as playable for Black in a recent book. Other moves are:

a) 9...e5 and then:

a1) 10 d5 Na5 11 Qf3 Bxc4 12 Nf5 Bxf1 13 Kxf1 (or 13 Nxh6+ Kh8 14 Ng4) 13...Nc4 14 Bxh6 Nd6 (not 14...gxh6?? 15 Qg3+ Kh7 16 Qg7 checkmate) 15 Nxd6 (and here 15 Nxg7 Kh7 16 Nh5) 15...Bxd6 16 Bg5 Be7 17 Ne2 c6 18 d6 Bxd6 19 Ng3 Be7 20 Nf5 d5 21 Rd1 Re8 22 exd5 cxd5 23 h5 led to an excellent attack in J.Plachetka-L.Schneider, Lucerne Olympiad 1982.

a2) 10 a3 Be7 11 d5 Nd4 12 Nf5 Nxf5 13 exf5 e4 (not 13...hxg5? 14 hxg5 Ne8? 15 Qh5 f6 16 Qh8+ Kf7 17 g6 checkmate) 14 Be3 Bc5 15 g4 Bxe3 16 fxe3 Nh7 17 Qc2 Re8 18 0-0-0 with the better chances, A.Ornstein-H.Eisterer, Vienna 1986.

b) 9...d6!? 10 a3 Bxc3+ 11 bxc3 hxg5?! 12 hxg5 Re8 (if 12...g6 13 gxf6 Qxf6 14 Qg4 gives White a promising attack, as 14...Kg7?? allows 15 Nh5+) 13 gxf6 Qxf6 14 Nh5 Qh6 15 Rh3 Kf8 16 Rg3 g6 17 Nf6 Red8 18 Qf3 Ke7 19 e5 Bb7 20 Nd5+! exd5 21 Qf6+ Kd7 (21...Kf8 loses to 22 Rh3) 22 cxd5 Re8? (22...Nxe5 was necessary) 23 Qxf7+ Re7 24 dxc6+ Bxc6 25 e6+ Kd8 26 Rxg6 Qh4 27 Rg8+ Be8 28 Rxe8+ 1-0 F.Handke-M.Becker, German League 1999.

10 hxg5 g6

Black is keen to prevent the white queen leaping to the h5-square. Instead, 10...Nh7 is smashed by 11 Qh5 Re8 12 Qxh7+ Kf8 13 Qh8+ Ke7 14 Qxg7, while 10...Nxd4 loses to 11 e5!.

11 e5

This is the right way to pursue the attack, planning to establish a pawn on f6 after taking the knight. Instead, 11 gxf6 cashes in prematurely, and 11...Qxf6 12 a3 Bxc3+ 13 bxc3 Qf4 14 Nh5? Qxe4+ 15 Kd2 Qf5 16 Bd3 Qxf2+ 17 Kc1 f5 led to a win for Black in J.Yrjola-V.Maki, Finnish Championship, Pori 1986.

11...Nh7 12 Qg4 (Diagram 45) 12...Kg7

The book recommendation is 12...Nxg5 (of course 12...Qxg5? is met by 13 Qh3, regaining the piece) 13 Nge4! (13 Qh4? runs into 13...f5! 14 f4 Nf3+ 15 gxf3 Qxh4 16 Rxh4 Nxd4 and Black is clearly better) 13...Kg7 14 Nxg5 Rh8 15 Rxh8 Qxh8 16 Qf4 Rf8 and now – instead of the timid continuation 17 Qf6+ Kg8 18 Qxh8+ Kxh8 with a quick draw in E.Hedman-V.Yemelin, Panormo 2001 – White should play 17 0-0-0!; for example, 17...Bxc3 (otherwise Nce4 is terrific, while 17...f6 18 exf6+ Rxf6 19 Qxc7 is just good for White) 18 bxc3 Na5 19 d5 with a strong initiative.

13 Nh5+!

The knight is given away to fuel the attack and Black is powerless to resist.

13...gxh5

Or 13...Kg8 14 Nf6+ Nxf6 15 exf6, when White will move the queen to the h-file and deliver checkmate.

14 Qxh5 Rh8

If 14...Re8 15 Qxh7+ Kf8 16 Qh8+ Ke7 17 Qf6+ Kf8 18 Rh8 checkmate.

15 Qh6+ Kg8 16 Bd3 (Diagram 46)

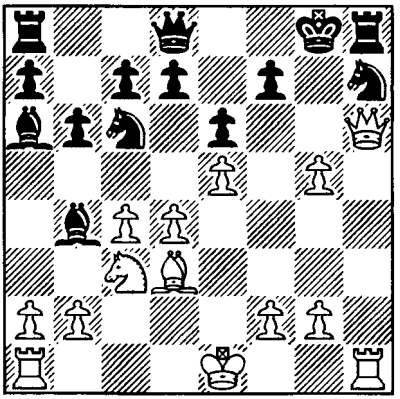

Diagram 46 (B)

16...d6

Or if 16...Ne7 17 Bxh7+ Rxh7 18 Qxh7+ Kf8 19 Qh6+! Ke8 20 Qh8+ wins easily.

17 Bxh7+ Rxh7 18 Qxh7+ Kf8 19 g6!

Threatening Qxf7 checkmate, or if 19...fxg6 20 Qh8+ Kf7 21 Rh7 checkmate.

19...Qe8 20 Qh4 1-0

Black could find no satisfactory way of stopping 21 g7+ Kxg7 22 Qh6+ Kg8 23 Qh8 checkmate.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

The King's Indian Defence

Teenage Kicks

I have been lucky enough to coach juniors at the World championships, the European championships, and the Australian and Belgian national championships. This experience has taught me that if you play the King's Indian Defence as Black you may be losing after nine moves. Well, that might be an exaggeration, but I have seen numerous children trot out the basic kingside fianchetto followed by ...e7-e5, which works well most of the time, but not against the Averbakh Variation:

□ R.Judoeika ■ S.Künitz

Vienna 1996

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 Be2 0-0 6 Bg5 e5? (Diagram 47)

This is completely wrong but it happens hundreds of times. I think people tend to be complacent and assume that, in such a well-known opening, nothing could go wrong so quickly.

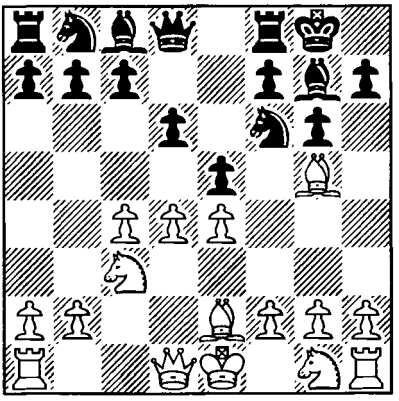

Diagram 47 (W)

There are a variety of other moves available and a popular one is 6...Na6, because it defends the c7-pawn in preparation for the usual e-pawn advance. For instance, 7 Qd2 e5 8 d5 (8 dxe5 dxe5 9 Qxd8 Rxd8 10 Nd5 fails to impress after 10...Rd6, as c7 is already protected) 8...Qe8 9 h4 Nc5 10 f3 with a level position in P.Guichard-M.Apicella, French Team Championship 2008.

7 dxe5 dxe5 8 Qxd8 Rxd8 9 Nd5 (Diagram 48)

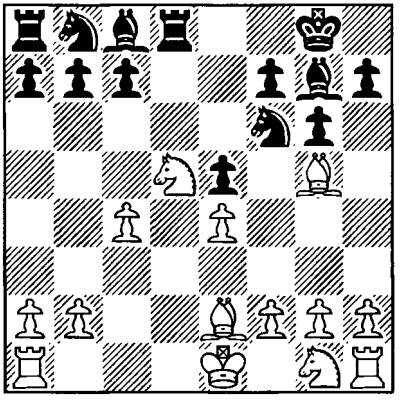

Diagram 48 (B)

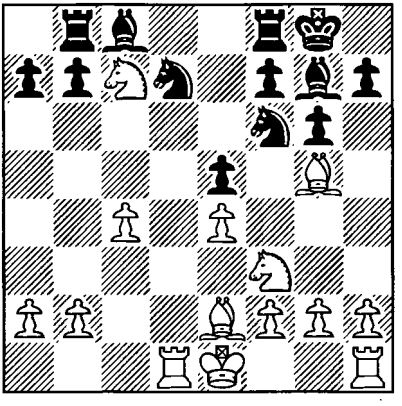

Diagram 49 (B)

This is the point of the trick, as the white knight attacks both c7 and the pinned piece on f6. Black must lose at least a pawn.

9...Nbd7

Black has been known to panic with 9...Rxd5?!, but it leads to a dour defensive task the exchange down. For example, 10 exd5 (10 cxd5? is wrong because it allows 10...Nxe4, rewarding Black with a pawn when he deserves nothing) 10...Ne4 11 Be3 f5 12 f3 Nf6 13 0-0-0 Nbd7 14 Nh3 led to a very comfortable position in N.Korniushin-S.Tikhy, Krasnodar 2002.

Similarly, if 9...Nxd5?! 10 Bxd8 Nb4 11 0-0-0 Nxa2+ 12 Kb1 Nb4 13 Bxc7 and White has a big advantage, A.Charbonneau-D.Rousseau, Montreal 2003.

10 Rd1

White could just take on c7, but the text move activates the queen's rook and sets up another trap.

10...Rf8

10...c6? runs into 11 Nxf6+ Bxf6 12 Bxf6 and Black cannot safely take back, as the knight is pinned to the rook on d8.

11 Nxc7 Rb8 12 Nf3! (Diagram 49)

I think this is the best square for the knight, as it allows White to develop easily so he can make the most of his extra pawn.

Some players, who have been lucky enough to reach this position in the past, have preferred 12 f3 which secures the e-pawn, though the king's knight tends to be slightly misplaced when it emerges on h3. For instance:

a) 12...b6 13 Nh3 Bb7 14 0-0 Rfc8 15 Nb5! (heading for the influential d6-square) 15...a6 16 Nd6 Rc6 17 f4 h6? 18 Bxf6 Nxf6 19 fxe5 Ne8 20 Nxf7 with a decisive advantage, C.Amura-H.Milligan, Manila Olympiad 1992.

b) 12...h6 13 Be3 b6 14 Nh3 Nc5 15 Nf2 (the best way in the circumstances to bring the king's knight into the action) 15...Ne8 16 Nd5 f5 17 Nd3 Nxd3+ 18 Bxd3 Nf6? 19 Ne7+ Kh7 20 exf5 gxf5 21 Bxf5+ led to an easy victory in L.Van Beek-M.Benning, German League 2001.

c) 12...Nc5 13 Be3 b6 14 Nh3 Bxh3!? 15 gxh3 is good for White, because Black cannot exploit the doubled h-pawns, while the extra pawn is obviously a big help in the ending.

12...h6

If Black takes the e-pawn with 12...Nxe4 then 13 Be7 traps the rook on f8.

13 Be3 b6

Once again 13...Nxe4? is wrong, because 14 Bxa7 wins the other rook.

14 Nd2 Nc5 15 f3 (Diagram 50)

White finally protects the e4-pawn and any sign of counterplay for Black has evaporated. Now Judoeika must prepare his pieces to help create a passed pawn on the queenside.

15...Na4 16 Rb1 Nh5 17 Nd5 f5 18 0-0 f4 19 Bf2 Be6 20 Rfc1

White is doing the sensible thing of patiently transferring his pieces to the queenside before trying to make progress. The problem for Black with being a pawn down is that he has to sit and wait to see what happens.

20...Rfd8 21 b3 Nc5 22 b4 Nb7 23 Nb3 Bf8 24 c5 bxc5 25 bxc5 (Diagram 51)

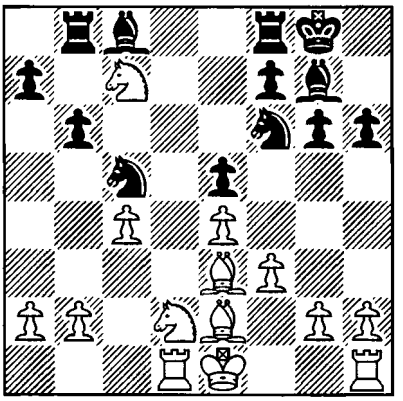

Diagram 50 (B)

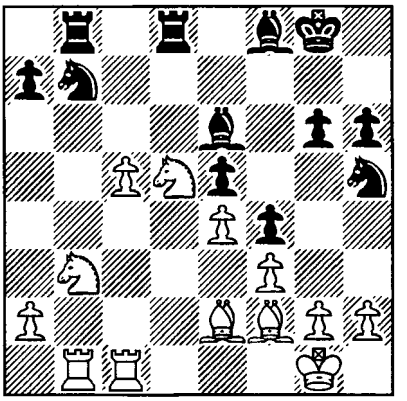

Diagram 51 (B)

The newly passed c-pawn is strongly supported and Black is in no position to stop the advance.

25...Rdc8 26 c6 Nd6 27 Ba6! Ng7 28 Bxc8 Nxc8 29 Nc5 Rxb1 30 Rxb1 Ne7 31 Nxe6 Nxe6 32 c7 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

The Fast Lane

In the King's Indian Defence there are certain tactical themes which occur again and again:

□ R.Grüttner ■ G.Lane
Port Erin 2003

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 Nf3 0-0 6 Be2 Nbd7 7 0-0 e5 8 d5 (Diagram 52)

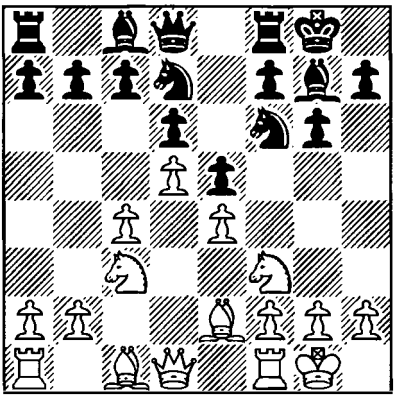

Diagram 52 (B)

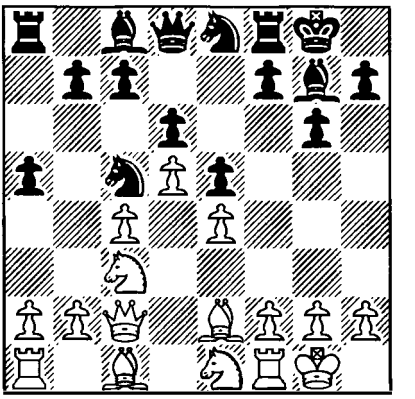

Diagram 53 (W)

This is known as the Petrosian System, named in honour of former World Champion, Tigran Petrosian, who developed it as a powerful weapon in the 1950s. In his younger years Vladimir Kramnik also employed it with success.

8...Nc5 9 Qc2 a5 10 Ne1 h6!?

The strange thing is that I played this move mainly to have a chance at the trick that occurred in the game, which is the predict-a-move method. This was because my opponent was playing at lightning speed and I thought that, as Rb1 is a standard move for White in this line, he might play it without thinking; and if not, well, 10...h6 is not so bad.

The main alternative is 10...Ne8 **(Diagram 53)**.

For example:

a) 11 Be3 f5 12 exf5 gxf5 13 f4 e4 14 Qd2 Nf6 15 Nc2 Bd7 with equal chances in J.Sherwin-R.J.Fischer, US Championship, New York 1958.

b) 11 f3 f5 12 Nd3 b6 (in this line Black likes to take back on c5 with a b-pawn, partly because he can then try and prevent a safe b2-b4 by placing his rook on b8) 13 Be3 f4 14 Bxc5 bxc5 15 a3 g5 (or first 15...Rb8) 16 Nf2 Nf6, when Black has the traditional kingside attack, J.Trevelyan-T.Brown, Welsh Championship, Cardiff 2008.

c) 11 Rb1 f5 12 f3 f4 13 b3 (this is the sort of position White was expecting in the main game, where the queenside pawns are slowly pushed forward; note that the immediate 13 a3 is inaccurate due to 13...a4!) 13...g5 14 a3 Bd7 15 b4 axb4 16 axb4 Na4 17 Nd3 with a balanced and standard position, D.Marinsek-N.Praznik, Latschach 2002.

11 Rb1? (Diagram 54)

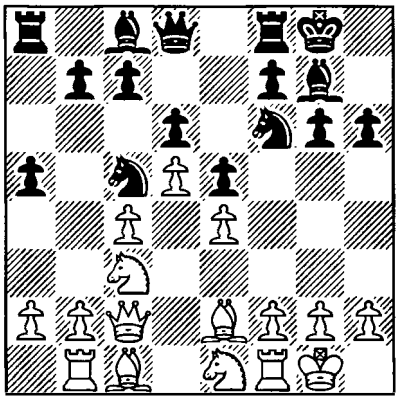

Diagram 54 (B)

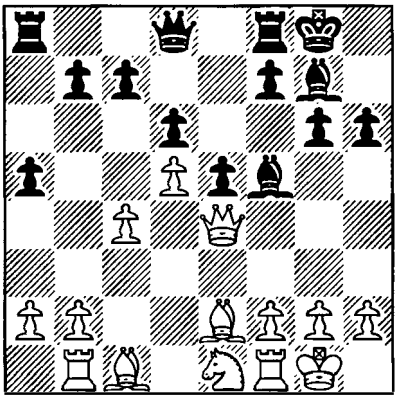

Diagram 55 (W)

The variation has a reputation for being solid for White, which sometimes means that players fail to watch out for a trap in the opening. In this case, the logic of the text is to help prepare to advance the b-pawn at the right moment. 11 Be3 or 11 Bd2 are useful alternatives.

11...Nfxe4!

This trap often features in the King's Indian, so it is certainly worth knowing.

12 Nxe4 Nxe4 13 Qxe4?!

A move which certainly makes things easier for Black, but by now White was looking fed up at having lost a key pawn.

13...Bf5 (Diagram 55) 14 Qf3 Bxb1 15 Qh3 g5 16 Nd3 Bxa2

I could see no reason to reject White's hospitality by declining another pawn. Black is well on top.

17 Bg4 Bxc4 18 Qf3 c6 19 dxc6 bxc6 0-1

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

The Modern Benoni

The following is a special trick, which to my knowledge has never been played at tournament level, despite cropping up on a number of occasions. Black plays a line recommended by the eminent author John Watson in *The Gambit Guide to the Modern Benoni*. Of course, anyone can make a minor mistake in a book, but it pays to know what do if you have to face this unusual variation:

Analysis

1 d4 Nf6 2 c4 c5 3 d5 e6 4 Nc3 exd5 5 cxd5 d6 6 e4 g6 7 f4 Qe7 (Diagram 56)

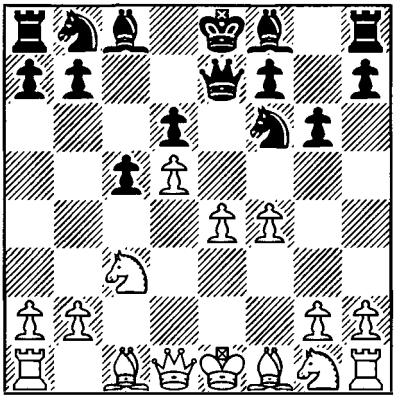

Diagram 56 (W)

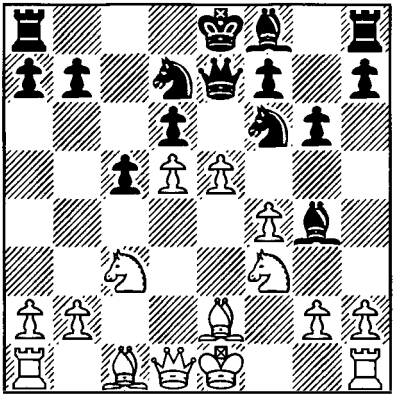

Diagram 57 (B)

It is understandable that John Watson recommends this line, because it avoids a whole chunk of book moves. The only snag is that it hasn't been played much,

which makes it difficult to assess.

8 Nf3 Bg4

It might seem that the queen on e7 is there for the e-pawn to be taken, but 8...Nxe4?? fails to 9 Qa4+; while after 8...Nbd7 9 e5 White is more than happy to give away a pawn to highlight the potential problems of the strangely placed queen; for example: 9...dxe5 10 fxe5 (10 Nb5 is also strong, with similar threats to the main game) 10...Nxe5 11 Bb5+ Ned7+ 12 Kf2 (threatening Re1) 12...Ng4+ 13 Kg3 with a big advantage.

9 Be2

The main move considered by Watson is 9 h3, though he does mention the text in his notes.

9...Nbd7 10 e5! (Diagram 57)

his is the big new move that swings the game in White's favour. The only moves Watson mentions are 10 h3 and 10 0-0, but tellingly it is home analysis and not based on actual games. Once again, I hasten to add that mistakes will creep into any book, because in 208 pages a sideline is not given as much attention. Still, it does mean it's an opportunity for an easy victory for anyone who knows this new continuation.

This winning move has already been missed in the past, because 10 Nd2 is the impulsive reaction, when play might continue 10...Bxe2 11 Qxe2 Bg7 12 0-0 0-0 **(Diagram 58)** and then:

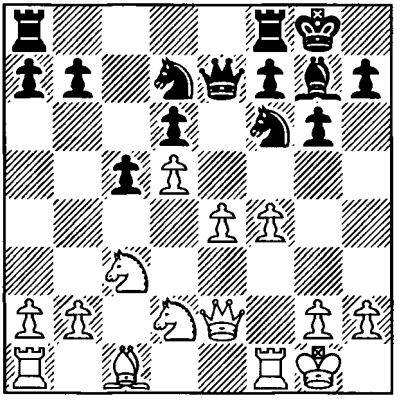

Diagram 58 (W)

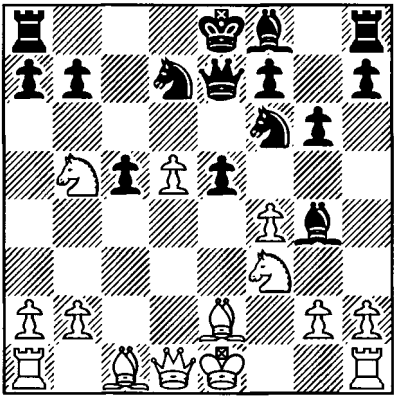

Diagram 59 (B)

a) 13 a4 Rfe8 14 Re1?! (14 f5 is worth investigating) 14...Nh5 15 g3 Nb6 16 Nc4 Bxc3 17 bxc3 Nxd5 with advantage to Black, as the knight cannot be taken due to the pin on the e-pawn, A.Muir-S.Kustar, Budapest 2004.

b) 13 Re1 Ne8 14 Nf3 a6 15 e5 with the better chances, W.Cotrina Moscoso-D.Fernandez, Callao 2007.

10...dxe5

Black has little choice but to take the pawn, because that's why the queen went to e7 in the first place, to prevent such an advance ruining his position. Instead:

a) 10...Bxf3 11 exf6 Nxf6 12 Qa4+ Nd7 13 gxf3 wins easily.

b) 10...Ng8 11 Nb5! 0-0-0 gives White lots of winning lines, one of which is 12 Qa4 a6 13 Nxd6+ Kb8 14 Nxb7! (this sacrifice tears apart Black's fragile defence) 14...Kxb7 15 d6 Qe8 16 Bxa6+ Ka7 17 Bc4+ Kb8 18 Qb5+ Ka7 19 Qa6+ Kb8 20 Bd5 with checkmate to follow.

11 Nb5! (Diagram 59)

I suspect this is the move that is difficult for Black to spot. The queen's knight is suddenly a menace by threatening Nc7+, which can be enforced by d5-d6 if need be.

11...Qd8

If 11...Rc8 12 fxe5 Nxe5 13 d6 Qe6 14 Nc7+ secures a nice victory.

12 d6 Rc8 13 Nxe5

The simple 13 fxe5 Bxf3 14 Bxf3 Nxe5 15 0-0 also looks very strong.

13...Qa5+ 14 Kf2 (Diagram 60)

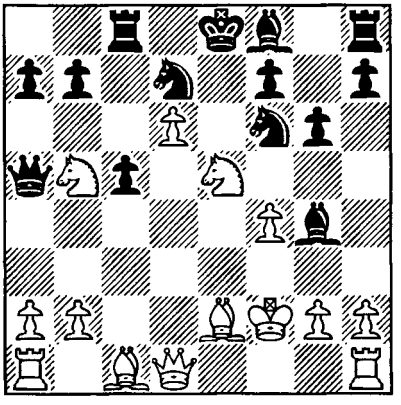

Diagram 60 (B)

White is clearly on top; a sample line runs 14...Be6 15 Nc7+ Kd8 16 Nxe6+ fxe6 17 Nf7+ winning.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

? DID YOU KNOW? Ben-Oni is Hebrew for 'child of my sorrow' and was named in 1925 by A.Reinganum.

The Grünfeld Defence

The Austrian player Ernst Franz Grünfeld (1893-1968) wrote a lot about chess openings, and this one was named after him after he started playing it at the highest level in the 1920s. It has been used by the stars of the chess world, such as World Champions Bobby Fischer and Garry Kasparov.

□ G.Kluger ■ H.Liebert
Rimavska Sobota 1977

1 d4 Nf6 2 c4 g6 3 Nc3 d5 4 Nf3 Bg7 5 Bg5

This position often also arises via 1 d4 Nf6 2 Nf3 g6 3 c4 Bg7 4 Nc3 d5 5 Bg5.

5...dxc4!? (Diagram 61)

This is quite unusual and will probably force White to think for himself. Instead, 5...Ne4 is considered the main line, as featured in the next game.

6 e3

White indicates that he wants to win his pawn back with Bxc4, but this allows Black to set a sneaky trap. The aggressive response is 6 e4!, taking over the centre while also preparing Bxc4, though after 6...c5 7 d5 b5 there are plenty of complications, which is why uncertain players may well opt for the calm-looking 6 e3.

6...Be6 7 Ne5

This is the obvious way to make sure White wins his pawn back. Instead, 7 Qa4+?! is no good in view of 7...c6, when 8 Bxc4? fails to 8...b5 forking the pieces.

7...Nd5! (Diagram 62)

It is fair to say that Black seems resigned to losing his extra pawn and is just busy manoeuvring; which is why some people will fall for the tactical trick:

8 Bxc4?

Obvious, but after a forced sequence White will be ready to resign.

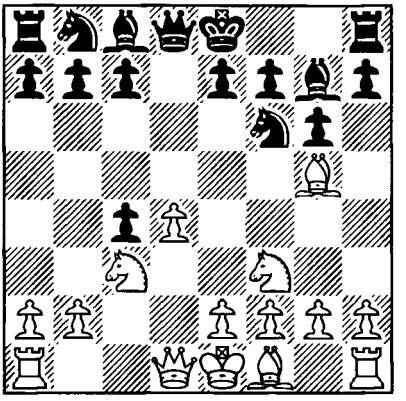

Diagram 61 (W)

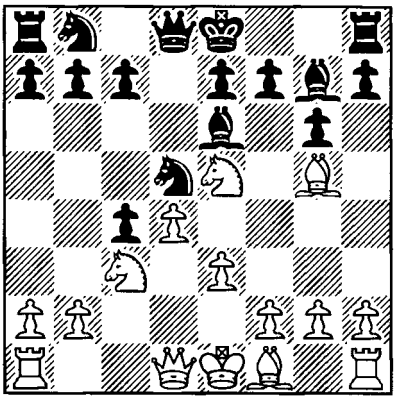

Diagram 62 (W)

8 Nxc4 is required, although the game C.Crouch-R.Webb, British League 2002 (which arose via 7 Nd2 Nd5 8 Nxc4), showed that White can still go astray: 8...c5 9 Qa4+?! Nc6! 10 Ne5 0-0 11 Nxc6 bxc6 12 Rd1 (if 12 Qxc6? Rc8 13 Qa6 cxd4 14 exd4 Bxd4 is very good for Black) 12...cxd4 13 exd4 Rb8 14 Bc1 (an admission that the opening has gone horribly wrong) 14...c5 15 Nb5 a6 16 Qxa6 Nb4 17 Qa4 Ra8 18 Na7 Qb8 0-1 C.Crouch-R.Webb, British League 2002.

8...Nxc3 9 bxc3 Bxc4 10 Nxc4 Qd5! (Diagram 63)

The queen takes up a central role, attacking the knight and bishop and effectively sealing White's fate.

11 Qb3

There is no hope for White whatever he chooses to do:

a) 11 Qg4 f6 0-1 F.Schirm-N.Lücke, German League 2002.

b) 11 Ne5 Bxe5 12 dxe5 Qxg2 13 Qa4+ Nc6 0-1 N.Dobrev-D.Lalev, Bulgarian Team Championship 2005.

c) 11 Qf3 Qxc4 12 Qxb7 Nc6! 13 Qxa8+ Kd7 14 Qb7 Rb8 15 Qxb8 Qxc3+ (this useful check makes sure that White is completely broken) 16 Ke2 Qc4+ 17 Kf3 Qd5+ 18 Ke2 Nxb8 gave Black a decisive advantage in S.Safin-A.Serebro, Simferopol 1989.

11...b5! 12 Na3

12 Ne5 does not solve White's problems in view of 12...Qxb3 13 axb3 f6 and wins.

12...Qxg5 13 Nxb5 Na6 14 Qa4 c6 15 Nd6+ exd6 16 Qxc6+ Ke7 17 Qb7+

Similarly if 17 Qxa6 Qxg2 18 Ke2 Rhc8 wins.

17...Ke6 18 Qxa6 Qxg2 19 Ke2 Rhc8 20 c4 Bxd4! (Diagram 64) 21 exd4 Qe4+ 22 Kd2 Qxd4+ 23 Ke2 Rxc4 0-1

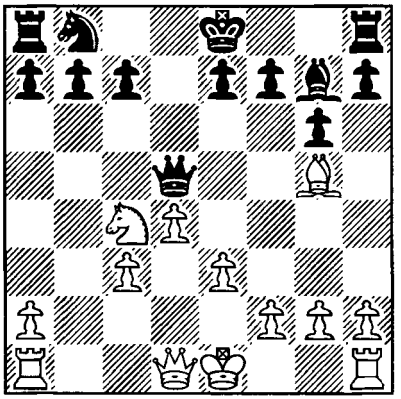

Diagram 63 (W)

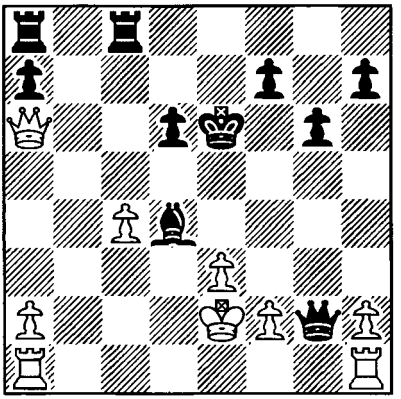

Diagram 64 (W)

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

If White is starting to get worried, here is a line of his own that might be rewarded with a quick win:

□ S.Mamedyarov ■ V.Belov

European Championship, Istanbul 2003

---

1 d4 Nf6 2 c4 g6 3 Nc3 d5 4 Nf3 Bg7 5 Bg5 Ne4 6 cxd5 Nxg5 7 Nxg5 (Diagram 65) 7...c6

This is considered a sharp response, but it is supposed to invite winning complications for Black. The quiet and reliable 7...e6 should be preferred.

8 dxc6!?

White does not always take the gambit pawn, but maybe he should on the evi-

dence of this game. Instead, 8 Nf3 cxd5 9 Qb3 e6 10 e3 Nc6 11 Bb5 led to equal play in E.L'Ami-L.Babujian, European Championship, Warsaw 2005.

8...Qxd4? (Diagram 66)

Whoops! Yes, even a grandmaster can go seriously wrong this early. Black should resist the temptation to grab his pawn back and do something else; for instance:

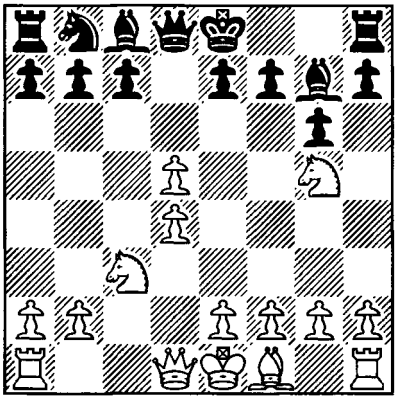

Diagram 65 (B)

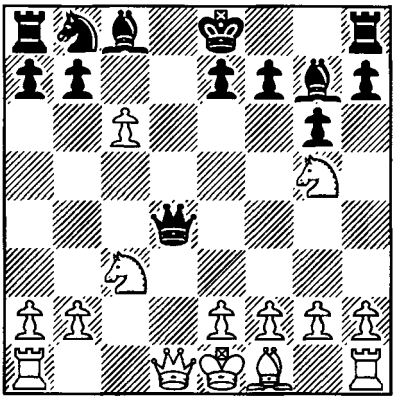

Diagram 66 (W)

a) 8...0-0 9 c7 Qxc7 10 Nf3 Nc6 11 e3 Qb6 with compensation, S.Volkov-D.Kryakvin, Internet (blitz) 2004.

b) 8...Nxc6 9 e3 e5! (revealing an attack against the knight on g5) 10 d5 Qxg5 11 dxc6 bxc6 12 Qd6 Qf6 13 Ne4 Qxd6 14 Nxd6+ Ke7 ½-½ Y.Benitah-C.Vitoux, Lyon 2007.

9 Qb3!

The queen simultaneously attacks b7 and f7, which leaves Black in deep trouble.

9...0-0

If 9...Nxc6 then 10 Qxf7+ Kd8 11 Rd1 is an easy win.

10 cxb7 Bxb7 11 Qxb7 Rd8 12 Nge4 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

The Trompowsky Attack

A Knight to Remember

This is a sly trick, which can force White to wreck his position after a handful of moves.

□ **O.Jahn** ■ **H.Kauschmann**
Berlin 1988

1 d4 Nf6 2 Bg5

This is recognized as the Trompowsky Attack, named after the former Brazilian champion, Octavio Trompowsky (1897-1984).

2...Ne4 3 h4 (Diagram 67)

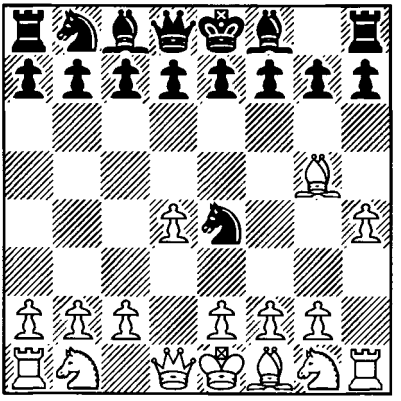

Diagram 67 (B)

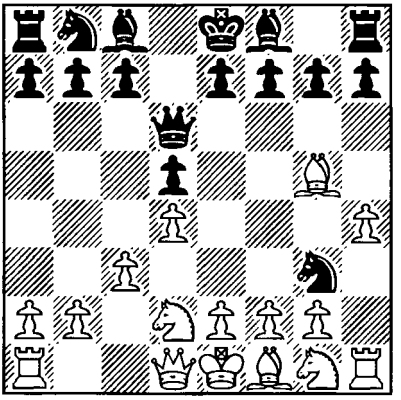

Diagram 68 (W)

A strange-looking move popularized by the English grandmaster, Julian Hodgson, who adopted it after seeing Chris Depasquale despatch grandmaster Kudrin in impressive fashion using this line.

3...d5

The basic idea is that 3...Nxg5 4 hxg5 opens the h-file for White's king's rook.

4 Nd2 Qd6

A sneaky move, because it seems that Black is intending to play ...Qb4+ and consequently White takes evasive action.

5 c3?

White should try 5 Nxe4, although after 5...dxe4 6 Qd2 Nc6 7 0-0-0 Bf5 8 e3 0-0-0 Black was fine in D.Kosic-J.Arnason, Iraklion 1993.

5...Ng3! 0-1 (Diagram 68)

An extraordinary-looking move and enough to frighten White into resigning prematurely.

Obviously he can't take the knight due to 6 fxg3?? Qxg3 checkmate; and 6 Rh3? hardly helped White after 6...Bxh3 7 Nxh3 Nxf1 8 Kxf1 Nd7 with a great game for Black, S.Huette-J.Bascon, Dos Hermanas (blitz) 2004.

However, White can play on with the absurd-looking 6 Rh2!?, safe in the knowledge that 6...Nxf1 can be met by 7 Nxf1 protecting the king's rook; while 6...Nxe2? runs into 7 Nxe2! Qxh2 8 Ng3 followed by 9 Nf3 and the queen is trapped. For the advantage Black should try 6...f6 7 Be3 **(Diagram 69)** and then:

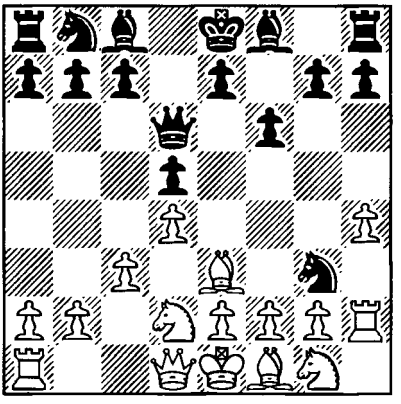

Diagram 69 (B)

a) 7...Nxe2? is met this time by 8 Nxe2 Qxh2 9 Nf4!, when 9...Qxh4 10 Nxd5 Kd8 11 Bf4 gives Black severe problems at c7, while if 9...c6? 10 Nf3 Qh1 11 Ne2! Bg4 12 Ng3 Bxf3 13 Qb3! Qxh4 14 Qxb7 wins.

b) 7...Nc6! 8 Qb3 (if 8 Ngf3 Nf5 threatens ...Nxe3 followed by ...Qg3+; and 8 Nh3 Nf5 9 Bf4 is no better after 9...e5) 8...Bd7 9 0-0-0 (not 9 Qxb7? Rb8 10 Qa6 Rxb2 threatening ...Rxd2) 9...Nxf1 10 Nxf1 Na5 11 Qc2 Nc4 with an excellent position for Black.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟

The Adams Trap

The English grandmaster Michael Adams is a regular in the world's top ten and has contributed ideas to many openings. The Adams Trap occurs in the Trompowsky, and originally caught out the legendary Lev Polugaevsky. Perhaps because it was a rapidplay game, it has not been extensively published, so the trap continues to catch other players out too. Here is the original game:

□ Mi.Adams ■ L.Polugaevsky
Roquebrune (rapid) 1992

1 d4 Nf6 2 Bg5 d5 3 Bxf6 exf6 4 e3 Bd6 5 c4 (Diagram 70)

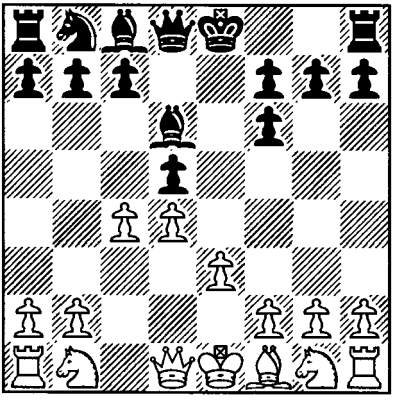

Diagram 70 (B)

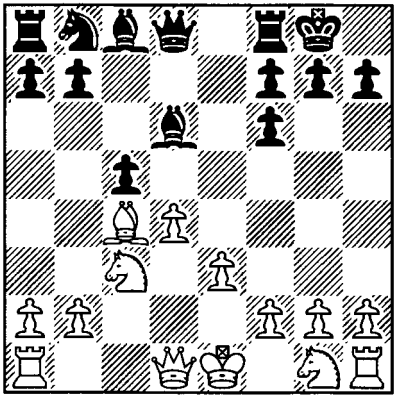

Diagram 71 (W)

I think one of the reasons why this line is still doing well is that, recently, 5 g3 has become popular. For example, the excellent book *Winning with the Trompowsky* by

Peter Wells fails even to mention 5 c4. That's because it's a repertoire book, in which the author has to select options for White, so anyone reading it and playing Black will have no idea what is about to happen.

5...dxc4 6 Bxc4 0-0 7 Nc3 c5? (Diagram 71)

It is natural to undermine the centre and this is repeatedly played, but it is hopeless! Other moves:

a) 7...a6 8 Qf3 (a basic approach to prevent ...b7-b5 by pinning the pawn to the rook on a8) 8...Nd7 9 Bd3 Re8 10 Nge2 Rb8 11 h4 Nf8 12 g4 Bd7 13 0-0-0 c5 14 dxc5 Bxc5 15 g5 led to a kingside attack in S.Prayitno-C.Barus, Tarakan 2008.

b) 7...f5 8 Qh5 (8 Rc1 is the solid response) 8...g6 9 Qh6 c6 10 h4 Re8 11 Bxf7+ (I suspect 11 h5! is probably even stronger, and if 11...Bf8 12 Bxf7+ Kxf7 13 Qxh7+ Ke6 14 d5+ cxd5 15 0-0-0 with a terrific attack, or 11...Kh8 13 Qf4 g5 14 Qh2 Re7 15 Bb3 with an extra pawn for starters) 11...Kxf7 12 Qxh7+ Ke6? (12...Kf8 was necessary, when White can take a draw with 13 Qh8+ Kf7 14 Qh7+ or try for more with 13 h5) 13 Qxg6+ (again 13 d5! looks very strong) 13...Qf6?? 14 Qxe8+ Be7 15 Qxc8+ 1-0 A.Rodriguez Rodriguez-R.Alonso Garcia, Dos Hermanas (blitz) 2004.

c) 7...c6 8 Qh5 Qe7 9 Nge2 Nd7 10 Ng3 g6 11 Qf3 f5 12 h4 Bxg3?! 13 Qxg3 Qf6 14 h5 Re8?! 15 hxg6 hxg6 16 0-0-0 with a strong attack, O.Trompowsky-L.Endzelins, Munich Olympiad 1936.

8 dxc5!

This turns out very favourably, which makes me surprised that 8 d5 and 8 Nge2 have also been tried, as White misses out on a chance to win a pawn.

8...Bxc5 (Diagram 72)

If Black sees with horror the Adams Trap he might be tempted to try 8 ...Be5, though White keeps the pawn after 9 Qxd8 Bxc3+ 10 Qd2! Bxd2+ 11 Kxd2 Nd7 12 Rc1, preparing to take on f7 if Black ever takes on c5, A.Kremenietsky-V.Litvinov, Elista 2002.

9 Bxf7+!

This seems extraordinary, but the whole idea is just to win a pawn.

9...Kh8

After 9...Kxf7 (of course 9...Rxf7?? loses at once 10 Qxd8) 10 Qh5+ Kg8 11 Qxc5 regains the piece, when play might continue 11...Na6 (or 11...Qe8 12 Nge2 Be6 13 0-0 Nd7 14 Qd4 Ne5 15 Nf4 Bf7 16 Rfd1 b6 17 b3 Rc8 18 Rd2 and White consolidated in M.Bezold-V.Voskanyan, New York 1995) 12 Qc4+ Kh8 13 Nge2 Qb6 14 Qb5 (it is hardly surprising that White is eager to enter the ending when he is a pawn up) 14...Qxb5 15 Nxb5 Nb4 16 0-0 Bd7 17 Nd6 Be6 18 a3 (not 18 Nxb7? Bc4 19 Rfe1 Nc2 winning material) 18...Nc6 19 Rac1 Rab8 20 b4 Ne5 21 Nd4 Bd5 22 Rc5 Bg8 23 Rc7 1-0 A.Zlochevskij-G.Quinto, Amantea 1995.

10 Qh5

Alternatively, White can just exchange queens with 10 Qxd8 Rxd8, when 11 a3 Nc6 12 Nf3 Bg4 13 Bd5 Ne7 14 Be4 Be6 15 b4 Bd6 16 Bxb7 Rab8 17 Ba6 Nc6 18 0-0 led to an easy win in I.Miladinovic-A.Dimitrov, Thessaloniki 1999.

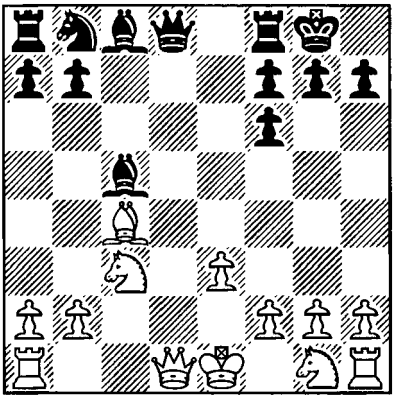

Diagram 72 (W)

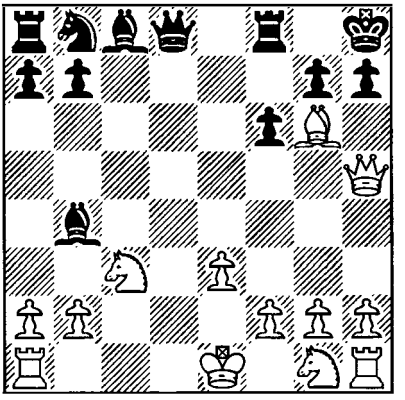

Diagram 73 (B)

10...Bb4

Moving the bishop out of danger. Black has also tried:

a) 10...f5 11 Nf3 Qf6 12 Bb3 Na6 13 0-0 g6 14 Qh6 Qg7 (it is a sign that Black is worried about White's attack that he is willing to enter an ending a pawn down) 15 Qxg7+ Kxg7 16 Rad1 f4 17 exf4 Rxf4 18 Rd8 with a clear advantage, A.Bigg-P.Andrist, Bern 2006.

b) 10...Bg4 11 Qxc5 (simply 11 Qxg4! Rxf7 12 Nf3 is good for White) 11...Rxf7 12 h3 Na6 13 Qc4 Bh5 14 Nge2 Rc8 15 Qb5 Rc5 16 Qa4 Rf8 17 Nf4 Bf7 18 0-0 gave White all the winning chances in J.Bellon Lopez-K.Fors, Gothenburg 2004.

11 Bg6 (Diagram 73) 11...Bxc3+ 12 bxc3 h6

The checkmate must be avoided, but now the light squares around the black king are weak, which invites a white knight to g6.

13 Nf3 f5 14 0-0 Qf6 15 Nd4

I like 15 Rad1, in view of 15...Qxc3 16 e4! fxe4 (or 16...f4 17 Rd6 Nc6 18 Bf7 threatening Rxh6+! and wins) 17 Bxe4 threatening Ne5 or Qg6 with a big advantage.

15...Nc6 16 Be8 Ne5 17 Ba4 Bd7 18 Bxd7 Nxd7 19 Qe2

White is a pawn up and favourite to win, though to Polugaevsky's credit the game eventually ended in a draw.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟

? DID YOU KNOW? In 1987 Michael Adams starred in a television documentary called 'To Kill a King'.

The Veresov

The variation with 1 d4 Nf6 2 Nc3 d5 3 Bg5 is usually named after Gavriil Veresov (1912-79), who used it many times during his career. However, the opening had been played before, notably by Kurt Richter and Saviely Tartakower, while in the first edition of *Modern Chess Openings* (1911) the Englishman John White published some analysis supporting the system for White.

The Gufeld Mystery

There is a celebrated game H.Rossetto-E.Gufeld, Camaguey 1974, which has been published in numerous books and is an entertaining draw. The only snag for White is that if he continues to follow the traditional path he will lose:

□ M.Vallieres ■ A.Lesiege

Quebec 2004

1 d4 Nf6 2 Nc3 d5

If Black wants to play the King's Indian and misguidedly continues with 2...g6, then 3 e4 takes him into a Pirc Defence.

3 Bg5 (Diagram 74)

This continuation announces the Veresov is being played.

3...Nbd7

Black is in no mood to allow his f-pawns to be doubled by an exchange on f6. The knight is also usefully placed to support the pawn advances ...c7-c5 and ...e7-e5.

4 f3

White wishes to create a pawn centre with e2-e4.

4...c6 5 e4 dxe4 6 fxe4 e5!

It seems silly to give away a pawn, but Black has seen further by preparing the key move ...Qa5.

7 dxe5 Qa5 (Diagram 75)

This has been tried and tested. Black aims for rapid development, while using an x-ray attack on the g5-bishop to save the piece.

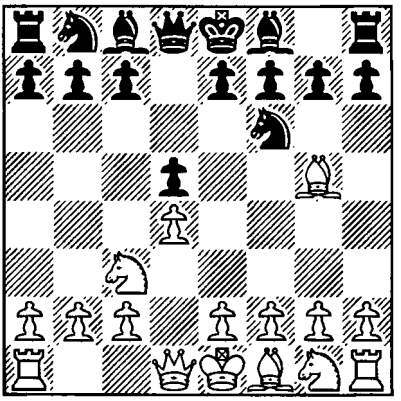

Diagram 74 (B)

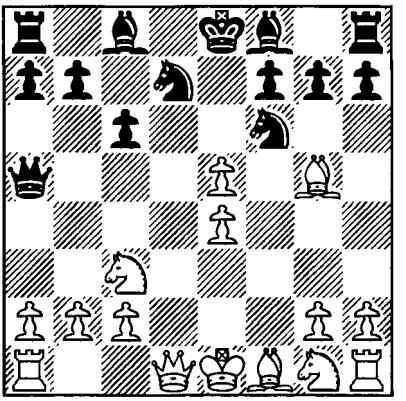

Diagram 75 (W)

8 Bxf6

If instead 8 exf6 Qxg5 9 fxg7 Bxg7 10 Qd2 Qxd2+ (better than 10...Qc5?! 11 Nf3, when White can hope to consolidate after Bd3 and 0-0-0) 11 Kxd2 Nc5 12 Bd3 Be6 13 Nf3 0-0-0 gives Black plenty of compensation for the pawn, L.Alburt-M.Tal, USSR Championship, Baku 1972.

8...gxf6 9 e6

After 9 exf6 Black should borrow the idea in the main game and reply 9...Ba3! (the usual 9...Nxf6 10 Qd4 is about equal; the idea of the text is to force the white queen off the d-file) and then:

a) 10 bxa3? is hopeless in view of 10...Qxc3+ 11 Kf2 Nxf6 12 Bd3 Qc5+! 13 Ke2 Rg8 14 Qf1 Ng4 15 Qf3 Ne3! with a terrific position, because 16 Qxe3 allows 16...Rxg2+ 17 Kf3 Bg4+ 18 Kf4 Qc3! (threatening checkmate on f6) 19 e5 Qxa1 winning.

b) 10 Qc1 Nxf6 11 Ne2 Bc5 12 Qd2 Qb6 13 Na4 (13 Qg5 Bf2+ 14 Kd1 Ng4 15 Qg7 Rf8 also favours Black) 13...Bf2+ 14 Kd1 Qc7 with a clear advantage, as White's king is poorly placed and he has no development.

9...fxe6 10 Bc4? (Diagram 76)

This is the move recommended in all the old books on the Veresov. Indeed, scan a computer database and 10 Bc4 scores highly, so there are bound to plenty of imitators in the future.

Nevertheless, White should probably seek an alternative here, in which case the previously discarded 10 Qg4 might make a comeback; for example, 10...Ne5 (10...Nb6!? is another possibility) 11 Qh5+ Kd8 12 0-0-0+ Kc7 13 Qh4 (13 Nf3? might seem logical, but then 13...Nd3+! 14 Bxd3 Qxh5 wins the queen) 13...Be7 14 Kb1 Bd7 15 Nf3 Nxf3 (not 15...Rad8?! 16 Nb5+ cxd5 17 Nxe5 with the advantage, M.Yilmazyerli-R.Song, Singapore 2007) 16 gxf3 Rag8 is roughly equal.

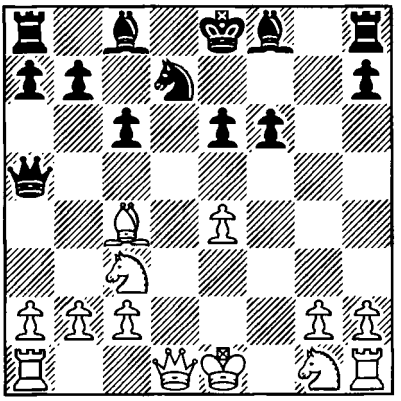

Diagram 76 (B)

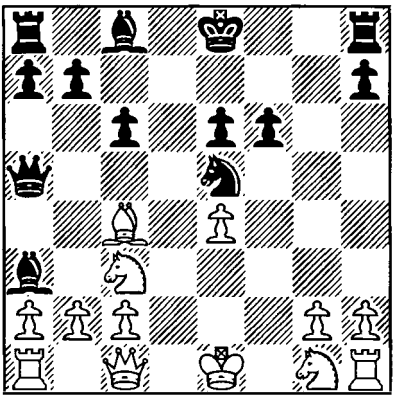

Diagram 77 (W)

10...Ba3!

This is the star move, apparently discovered by Volker Jeshonnek, that suddenly casts doubt on White's play. Instead, 10...Bb4 11 Ne2 Ne5 12 Bb3 was the line in the original 1974 Gufeld game, which regularly gets repeated; 10...Ne5 has also been tested recently.

11 Qc1

If 11 Qb1 Ne5 (11...Nc5 also looks good) 12 Bb3 Rg8 13 Ne2 Bc5 14 Nf4 Be3 with a vicious attack.

11...Ne5! (Diagram 77) 12 Bb3 Ng4 13 Nge2?!

A bit better was 13 Nf3 Bc5 14 Rf1, although 14...Qc7 (or just 14...Bd7! aiming to castle queenside) 15 Qd2 Nxh2 16 Nxh2 Qg3+! 17 Kd1 Qxh2 18 Kc1 Bd7 still favours Black.

13...Bc5 14 Rf1?

Here 14 Qf4 might put up more resistance, but then 14...Rg8! (aiming simply to complete development with ...Bd7 and ...0-0-0) 15 h3 Ne3 16 Qxf6 (if 16 Rg1 Nxg2+

17 Rxg2 Rxg2 18 0-0-0 Be7 is fantastic for Black) 16...Nxg2+ 17 Kd1 Qc7 is strong, because the white king is so exposed.

14...Be3 15 Qd1 Qc5 (Diagram 78)

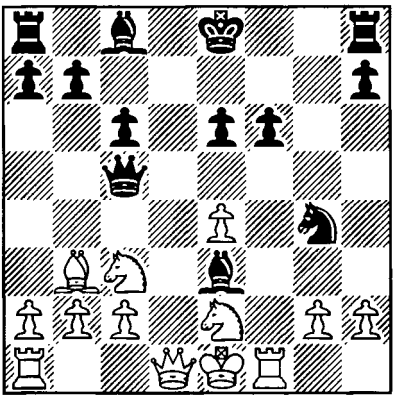

Diagram 78 (W)

The queen helps out by preparing ...Bf2+, which highlights the plight of having a king stuck on its original square.

16 Nd4

White's position is terrible, but 16 Rf3 would at least make Black think: 16...Bf2+ 17 Kd2 (17 Kf1 allows 17...Nxh2 checkmate) 17...Nxh2 18 Rh3 Qg5+ 19 Kd3 e5! 20 Rxh2 Qe3+ 21 Kc4 Be6+ 22 Kb4 Qc5+ 23 Ka4 b5+ 24 Ka5 Qb6+ 25 Kb4 Bc5 checkmate.

16...Qxd4 17 Qe2

I suspect White only noticed now that he cannot regain his piece with 17 Qxg4 due to 17...Qd2 checkmate.

17...Bg5 18 h3 Bh4+ 0-1

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

The Blackmar-Diemer Gambit

This is the perfect opening for people who want to enjoy their chess, especially if you like blitz games. White routinely has a chance to score spectacular victories with speedy attacks, although he can come unstuck against high-class defence.

The Halosar Trap

□ **A.Glenzer** ■ **U.Ickler**
Essen 2005

1 e4 d5 2 d4 dxe4 3 Nc3 Nf6 4 f3 exf3 5 Qxf3?! (Diagram 79)

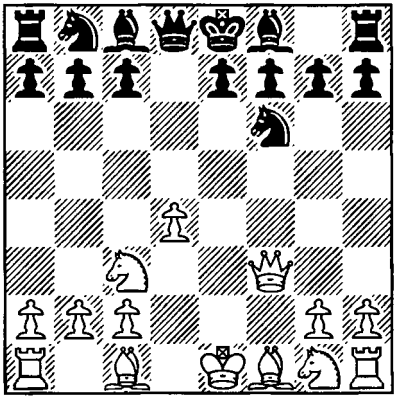

Diagram 79 (B)

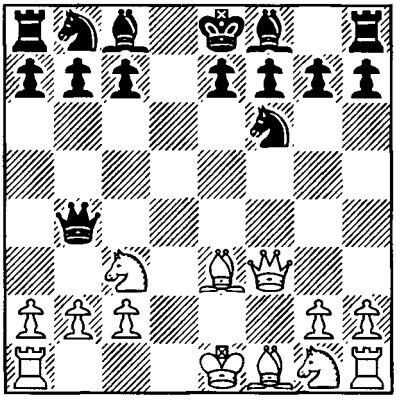

Diagram 80 (W)

This is known as the Ryder Gambit by connoisseurs of the opening. It is an outrageous idea because it sacrifices another pawn. The alternative 5 Nxf3 is discussed in the next game.

5...Qxd4 6 Be3 Qb4?! (Diagram 80)

White relies on his opponent being greedy, trying to pick up three pawns in the opening by targeting b2. Instead, I think 6...Qg4 is the best reply, as after 7 Qf2 White does not have enough compensation for the pawns.

7 0-0-0 Bg4?

Black spots a chance to win material and goes for it. If he'd seen White's reply he

might well have preferred 7...c6.

8 Nb5!! (Diagram 81)

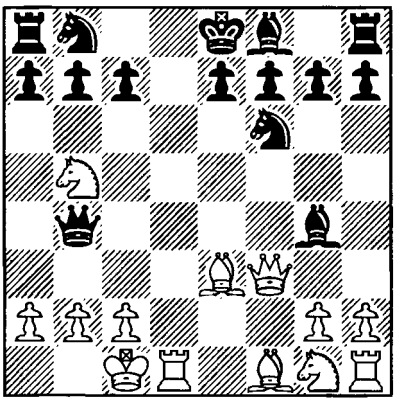

Diagram 81 (B)

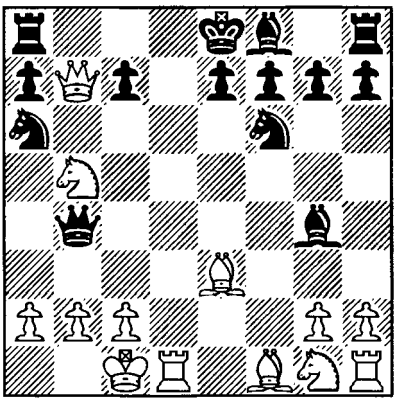

Diagram 82 (B)

This is the stunning move which signals the Halosar Trap. The point is that after 8...Bxf3 9 Nxc7 is checkmate.

8...Qa5 ■

Black defends against the threat to c7 by the knight, but forgets about the danger to the pawn on b7. However, the position is bleak for Black in any case; for instance:

a) 8...e5 9 Nxc7+ Ke7 10 Qxb7! (White expects to play such amazing moves in the Blackmar-Diemer) 10...Qxb7 11 Bc5 checkmate, J.Cullum-J.Wojtowicz, correspondence 1965.

b) 8...Nbd7 9 Qxb7 Qe4 10 Qxe4 (even stronger than 10 Nxc7+ Kd8 11 Qxa8+ Qxa8 12 Nxa8 Bxd1 13 Kxd1 Kc8 14 g3 Ng4 15 Kd2 winning, K.Simler-W.Surlow, Berkeley 1993) 10...Nxe4 11 Rd4! Bf5 (or if 11...Nef6 12 Nxc7+ Kd8 13 Nxa8 Kc8 14 Be2 wins easily) 12 Nxc7+ Kd8 13 Nxa8 e5 14 Ra4 Bc5 15 Bxc5 Nexc5 16 Rxa7 and White won in H.Nüdling-Vulic, correspondence 1984.

c) 8...Na6 9 Qxb7 **(Diagram 82)** and then:

c1) 9...Bxd1? 10 Qxa8+ Kd7 11 Nxa7 Qe1 12 Bb5+ c6 13 Qxc6+ 1-0 K.Simler-G.Augusts, Sunnyvale 1993.

c2) 9...Rc8 10 Qxa6 when the threat of 11 Qxc8+ Bxc8 12 Nxc7+ prompted resignation in the game E.Diemer-Halosar, Baden-Baden 1934. For what it's worth, the loser did have the glory of having a trap named after him.

c3) 9...Qe4! is the best of the bunch of miserable replies, but it's still quite hopeless

after 10 Qxa6 Qxe3+ 11 Kb1 Qc5 (if 11...Bxd1 12 Qc6+ Kd8 13 Qxc7+ Ke8 14 Nd6+! exd6 15 Bb5+ Nd7 16 Qxd7 checkmate) 12 Qb7! Bxd1 13 Qxa8+ Kd7 14 Nc3 Bg4 15 Nf3 and the kingside pieces emerge for a decisive attack.

9 Qxb7 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

History of the Opening

One of the reasons why the Blackmar-Diemer Gambit attracts a small but dedicated following is that it has a long history. The opening might only merit a line or two in the majority of books, but after a century of practice there have been plenty of entertaining games for those who enjoy launching an attack straight from the opening.

Armand Edward Blackmar (1826-88) was the Professor of Music at Centenary College in Jackson, Louisiana and later established a music-publishing house in New Orleans. His claim to chess fame came after he wrote an article for *Brentano's Chess Monthly*, where he advocated his gambit 1 d4 d5 2 e4 dxe4 3 f3. His prowess was certainly admired, because in 1888 the *British Chess Magazine* commented that the Blackmar Gambit gives "...so strong an attack as to be generally declined by the second player". After a while an antidote was discovered in 3...e5!, as 4 dxe5 (and not 4 fxe4? Qh4+) 4...Qxd1+ 5 Kxd1 is fine for Black.

The gambit was revived by the German, Emil Josef Diemer (1908-90), who introduced the nuance 3 Nc3. He played it all the time and later wrote a book, *Von Ersten Zug an Auf Matt* (towards checkmate from the first move), which contained his games and analysis. These relied on adventurous attacks with plenty of sacrifices, though they were not always accurate.

Here is a modern example of how it is possible to look at your opponent after only nine moves and see that his smile has gone!

Ziegler Trick

□ **O.Nazarenus** ■ **D.Besson**
Samnaun 2004

1 e4 d5 2 d4 dxe4 3 Nc3 Nf6 4 f3 exf3 5 Nxf3 (Diagram 83)

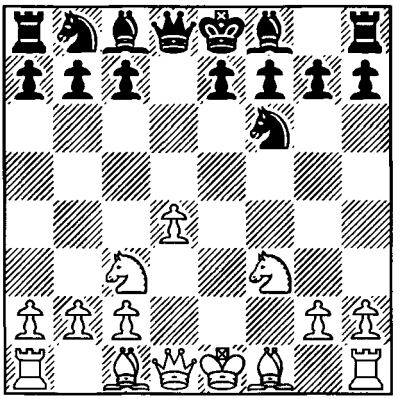

Diagram 83 (B)

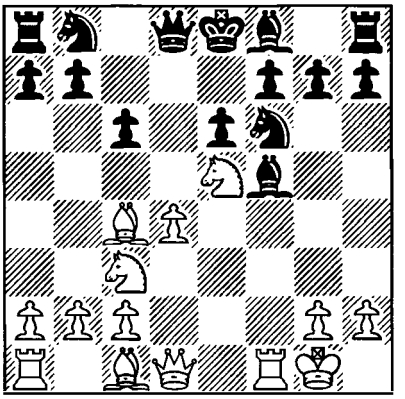

Diagram 84 (B)

In return for the pawn White is granted a slight lead in development and a semi-open f-file for his king's rook after castling kingside. I think that, with very accurate defence, it is hard to justify the pawn sacrifice, but at the board Black often has problems. I once asked Russian grandmaster Mikhail Gurevich why, when he faced the Blackmar-Diemer Gambit in a rapid tournament, he declined the extra pawn with 4...e3?!. At the time he was in the world's top ten so I was expecting a deep and meaningful answer, but he replied: "taking on f3 looked complicated".

5...Bf5 6 Bc4 c6

This is known as the Ziegler Defence, which can also occur via the move order 5...c6 6 Bc4 Bf5.

7 0-0 e6 8 Ne5!? (Diagram 84)

This sets up a crafty trick and also invites wild complications.

8...Nbd7?

Black seeks to play safe by carrying on developing, but it is a big mistake.

Then again, it is hardly surprising that Black turned down the chance to play aggressively with 8...Bxc2!, because he is unlikely to have come across it before and

will be worried about your home analysis. Play continues 9 Qxc2 Qxd4+ 10 Kh1 Qxe5 11 Bf4 Qa5 **(Diagram 85)** and then:

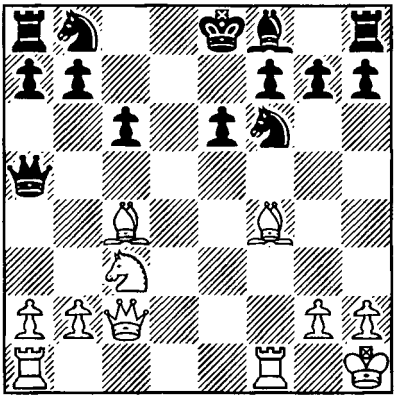

Diagram 85 (W)

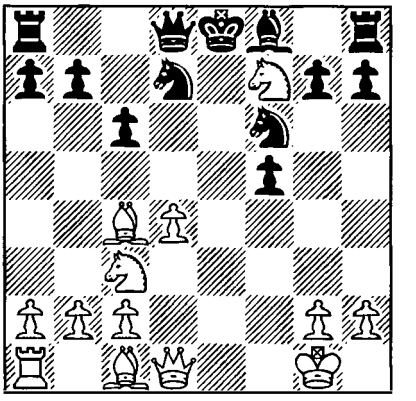

Diagram 86 (B)

a) 12 Bxe6!? fxe6 13 Qb3 Nbd7 14 Qxe6+ Be7 (if 14...Kd8 then 15 Rad1 gives White decent attacking opportunities) 15 Rae1 0-0-0 16 Qxe7 Rde8 17 Qxg7 led to equality in L.Ball-T.Goodspeed, Internet 2004.

b) 12 Qb3!, threatening Qxb7 or Bxe6, is marginally more accurate; for example, 12...Qb6 13 Bxe6! Qxb3 (if 13...fxe6 14 Qxe6+ Be7 15 Rae1 Qd8 16 Bd6 wins, while 14...Kd8 15 Bxb8! Rxb8 16 Rad1+ Kc7 17 Qe5+ Kc8 18 Rxf6 gxf6 19 Qxf6 Rg8 20 Qe6+ Kc7 21 Qd7 is checkmate) 14 Bxb3 Bb4 15 Rae1+ Kf8 16 a3 Be7 17 Ne4 Nxe4?? (17...Nbd7 was correct, and if 18 Ng5 Nc5) 18 Rxe4 Nd7 (too late)19 Bd6! 1-0 A.Compton-A.Jain, Portsmouth 2006.

Otherwise, if Black wants to play cautiously then 8...Bg6 forestalls White's next move, though it gives him another tempo to develop his initiative. For example, the game C.Kaber-C.Roos, St Ingbert 1994, continued 9 Be3 Nbd7 10 Qe2 Nxe5 11 dxe5 Bh5 12 Qe1 Ng4 13 Rd1 Qa5 14 Nb5! Bb4 (14...Qxe1 runs into 15 Nc7+ Ke7 16 Bc5 checkmate) 15 Nd6+ Kf8 16 Qh4 Qxe5 17 Bf4 Qc5+ 18 Kh1 Nf6 and now 19 Bh6! Qe5 20 Rxf6 Bxd6 21 Bf4 would have been good for White.

9 Rxf5!

A terrific trap, because when the rook is captured, the knight can take on f7 forking the black queen and rook.

9...exf5

Of course 9...Nxe5 is answered by 10 Rxe5 and White is a piece up.

10 Nxf7 (Diagram 86) 10...Qc7

Black's position is a shambles. 10...Qb6 is no better as White has all the fun:

a) 11 Nxh8 0-0-0 12 Nf7 Re8 13 Ng5 Ne5 14 Na4 Qb4 15 dxe5 Bc5+ 16 Nxc5 Qxc5+ 17 Kh1 Ng4 18 Be6+ (in the great tradition of the opening White jumps at the chance to finish in style) 18...Rxe6 19 Qd8+! Kxd8 20 Nxe6+ 1-0 E.Gevers-J.Escher, Haarlem 1997.

b) 11 Qe2+!? Be7 12 Nd6+ Kd8 (or if 12...Kf8 13 Qe6! and checkmate can only be avoided by giving away more material) 13 Nf7+ Ke8 14 Nxh8 led to victory in W.Hennink-R.Ouwehand, Amsterdam 2001.

11 Nxh8 Ng4 12 Qe1+ Be7 13 g3 Kf8?

The black king escapes the pin on the e-file but it merely hastens defeat.

14 Qe6! Nge5 15 Qg8 checkmate

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

DID YOU KNOW? It is alleged that music composed by Blackmar can be heard in the famous movie *Gone with the Wind*.

Chapter 4

Flank Openings: 1 c4, 1 Nf3 etc.

The games in this chapter have been selected by looking for ways to win with the minimum of effort. These involve aggressive, attacking moves to use against a variety of openings. Of course, your opponent might notice the threat, but your position will still be fine because I am not proposing wild and reckless play.

The English

The Berlin Trap

The English with 1 c4 can be a long struggle for Black, so why not just play 1...d5 to upset White's plan straightaway? There is also an obvious similarity to the Scandinavian/Centre Counter with 1 e4 d5 2 exd5 Qxd5 (as seen in Chapter Two).

The name of the following trap derives from a 1950 game played in Berlin, where Black resigned after just four moves. Here is a recent example:

□ P.Corrales Ibanez ■ D.Hidalgo Martin

Malaga 1999

1 c4 d5 (Diagram 1) 2 cxd5 Nf6?!

This is a natural move to anyone who plays the Scandinavian, in which 1 e4 d5 2 exd5 Nf6 is a standard line; but it does not work here. I think the only way to handle this position is to take the pawn with the queen, though White will gain time developing by driving her away. This is discussed in the next game.

3 e4 (Diagram 2) 3...Nxe4?

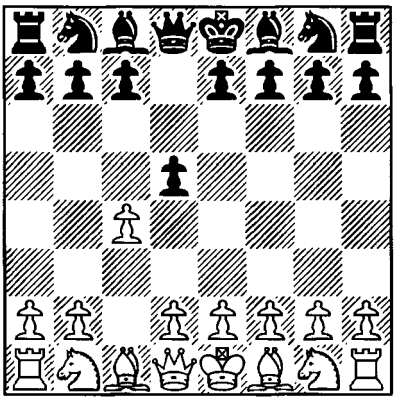

Diagram 1 (W)

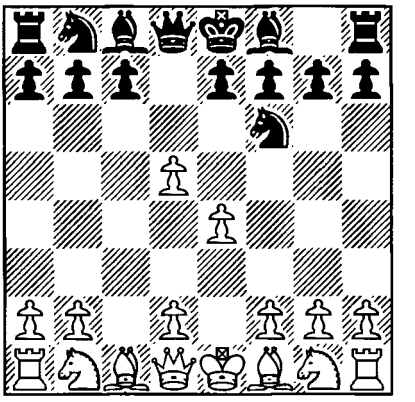

Diagram 2 (B)

A blunder, but understandable because it looks so tempting, and otherwise Black will remain a pawn down. For example:

a) 3...e6 4 dxe6 Bxe6 5 Nf3 c6 6 Nc3 Bb4 7 Ng5 Bc8? 8 Bc4 0-0 9 Bxf7+! 1-0 C.Soyez-J.Jankowski, Avoine 2006. Black did not want to see 9...Rxf7 10 Nxf7 Kxf7 11 Qb3+.

b) 3...c6 4 dxc6 Nxc6 5 Nc3 e5 6 Bb5 gave White an edge thanks to the extra pawn, P.Claesen-M.Hovhanisian, Westerlo 2004.

4 Qa4+ ▪

In the most well-known example of this line, H.Lehmann-W.Schulz, Berlin 1950, Black resigned, so that four move win was widely published as a novelty game.

4...Nd7 5 Qxe4 (Diagram 3)

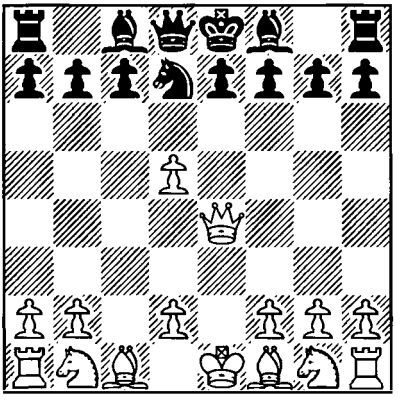

Diagram 3 (B)

White is just a piece up, though Hidalgo struggled on for a whopping 32 moves before calling it a day.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

I think it makes more sense to take the pawn back with the queen, though things can still go wrong for Black:

☐ **J.Sikora Lerch** ■ **P.Bombek**

Frydek Mistek 2007

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1 c4 d5 2 cxd5 Qxd5 3 Nc3 Qd6 (Diagram 4)

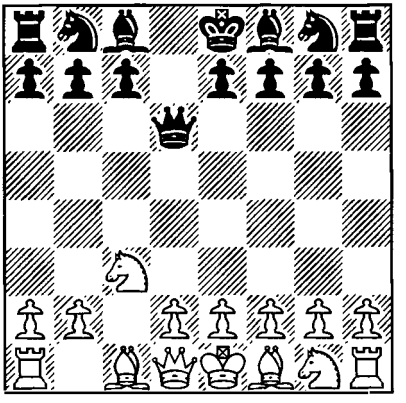

Diagram 4 (W)

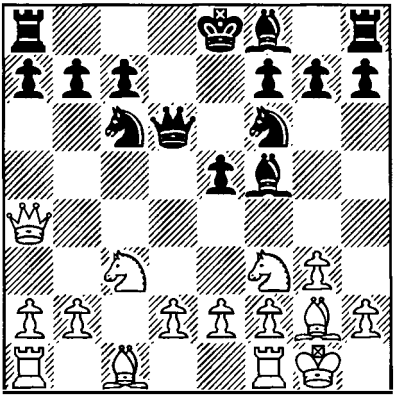

Diagram 5 (B)

The idea of moving the queen to d6 has proved popular in the line 1 e4 d5 2 exd5 Qxd5 3 Nc3 Qd6 so it is not surprising that Black tries his luck here too. The big difference is that White can occupy the centre with his d- and e-pawns, while the queen can move via the d1-a4 diagonal, which can help keep the tactics flowing.

Others:

a) 3..Qd8 4 d4 Nf6 5 e4 e6 6 Nf3 Bb4 7 Qc2 Nc6 8 a3 Be7 9 e5 Nd5 10 Bd3 with the brighter prospects, G.Beebe-A.Ramachandran, Edmonton 2005.

b) 3...Qa5 4 d4 c6 5 e4 Nf6 (threatening to take the e4-pawn, but it is hard for Black to seriously challenge the pawn centre) 6 Bd3 Bg4 7 f3 Bh5 8 Nge2 e5 9 dxe5 Qxe5 10 Qb3 Qc7 11 Bf4 Qb6 12 Qc2 Bg6 13 0-0-0 c5? 14 Bxb8 Rxb8 15 Bb5+ Ke7 16 Nf4 (White is spoilt for choice, as 16 Rd7+! Nxd7 17 Nd5+ and 18 Nxb6 also wins) 16...Rd8 17 Nxg6+ hxg6 18 e5 Ng8 19 Rxd8 Kxd8 20 Qd3+ Kc8 21 Qd7+ 1-0 S.Domogaev-Y.Ruchkin, Tula 2007.

4 g3

The kingside fianchetto is also popular in the 1 e4 lines and is a solid reaction.

4...e5 5 Bg2 Nf6 6 Nf3 Nc6

6...e4? is brushed aside by 7 Ng5 winning a pawn.

7 0-0 Bf5 8 Qa4 (Diagram 5)

The queen pins the knight, but Black is oblivious to the imminent danger.

8...Be7? 9 Nxe5!

A crushing move which is destined to distract the black queen away from the defence of the knight on c6. The clear difference from the 1 e4 lines is that white queen is taking an active role.

9...Qxe5 10 Bxc6+ Bd7

If 10...bxc6 11 Qxc6+ Bd7 12 Qxa8+ wins.

11 Bxd7+ Nxd7 12 d4 (Diagram 6)

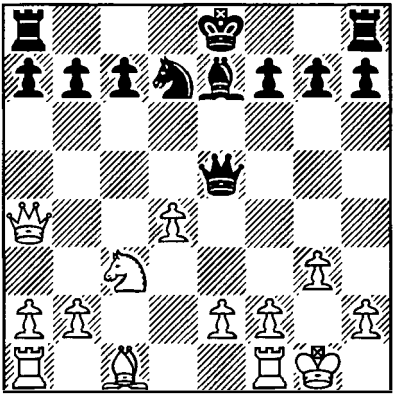

Diagram 6 (B)

The extra pawn helped secure the victory as White won after 38 moves.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟

The Petrosian Punch

This is a knockout blow by former World Champion, Tigran Petrosian (1924-84), who was renowned for his slow, majestic, positional play. So when he won in only eight moves it was a sensation.

□ T.V.Petrosian ■ H.Ree
Wijk aan Zee 1971

1 c4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 g3 Bb4 5 Nd5 Nxd5 6 cxd5 e4? (Diagram 7)

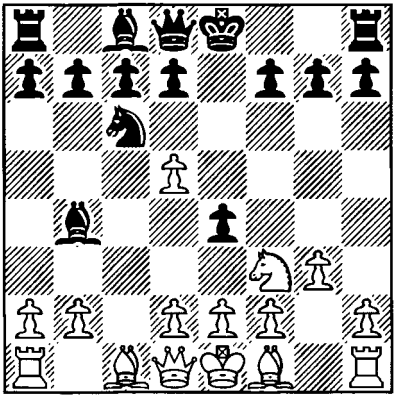

Diagram 7 (W)

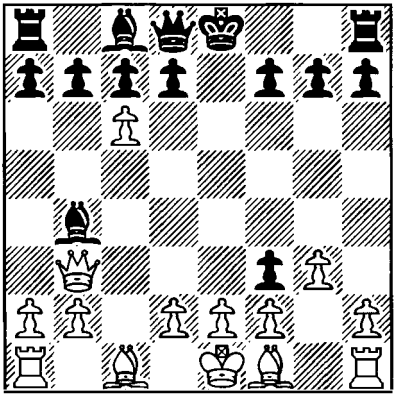

Diagram 8 (B)

The Dutchman is eager to exchange pieces in anticipation of a quick draw. Unfortunately for him there is a flaw.

7 dxc6

I think it is fair to say that 7 Ng1?, as played in L.Stanczyk-M.Smolak, Koszalin 1999, is not to be recommended. It's a reminder that you really do need to know the greatest ever chess tricks and traps.

7...exf3 8 Qb3! 1-0 (Diagram 8)

You may remember this position from the Introduction. Black resigned here, because if the bishop on b4 moves away then 9 cxb7 wins the other one, while 8...a5 is only a temporary reprieve due to 9 a3.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

? DID YOU KNOW? In Yerevan, Armenia, there is a large building dedicated to the game called the Petrosian Chess Centre, and there is also a statue of the great man.

Now if you don't win in eight moves, don't be disappointed, because there is a chance victory will come four moves later:

□ J.Orzechowski ■ O.Wieczorek

Wroclaw 2004

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1 c4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 g3 Bb4 5 Nd5 Nxd5 6 cxd5 Ne7?! (Diagram 9)

It is an understandable reaction to attack the d-pawn, but it is misguided. The right way to handle the position is by 6...Nd4 when, for example, M.Taimanov-J.Gazic, German League 2004, continued 7 Bg2 0-0 8 0-0 Qe7 9 d3 Nxf3+ 10 Bxf3 f5 with equal chances.

7 Nxe5 Nxd5 8 Qb3! (Diagram 10)

An obvious way to attack both pieces, and if you know the *Petrosian Punch*, playing such a move would quickly come to mind.

8...c6 9 Bg2

White steps up the pressure by threatening at the least to win a pawn on d5, and at the most to remove the defender of the bishop on b4 to win a piece. Note that 9 e4?! is answered by 9...Qe7! and Black escapes as 10 exd5 Qxe5 comes with check.

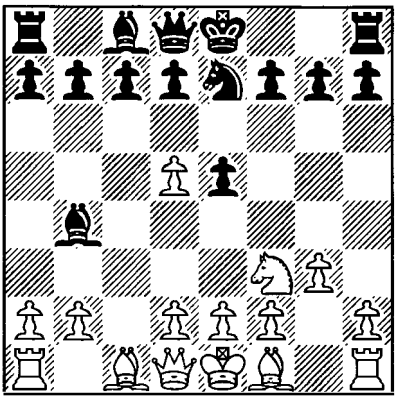

Diagram 9 (W)

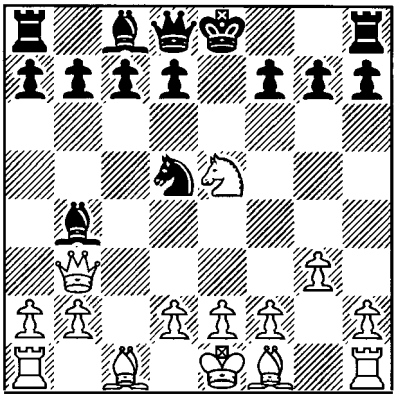

Diagram 10 (B)

9...Qa5?

The perfectly obvious move, but it merely plunges Black into a deep hole.

It was time to admit that something has gone wrong, and I think the best chance was 9...Qe7 10 Bxd5 cxd5 (not now 10...Qxe5?! due to 11 Bxf7+ Kf8 12 Bc4) 11 Qxd5 0-0. White has an extra pawn, but he has still to activate the rest of his pieces; for example, 12 Nd3 Bd6 13 0-0 Re8 (13...Qxe2? is just a blunder after 14 Qxd6) 14 b3 slightly favours White.

10 e4!

A surprise, and now the d5-knight dare not move due to the threat of Qxf7+.

10...0-0 (Diagram 11)

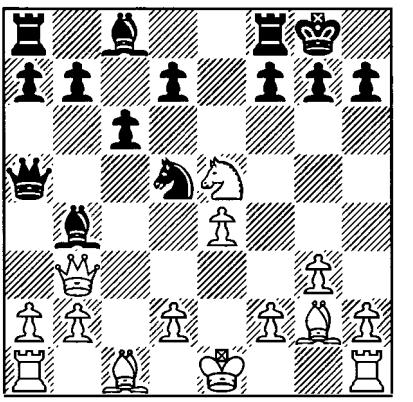

Diagram 11 (W)

11 Nd3!

Only now is it clear that Black must lose a piece, as the knight cannot move without allowing the bishop to be taken. If instead 11 exd5? then Black can win the piece back easily enough after 11...Re8 12 f4 d6.

11...Re8 12 0-0 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

☐ **S.Grigoriants** ■ **P.Tregubov**
European Championship, Plovdiv 2008

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1 Nf3 c5 2 c4 (Diagram 12)

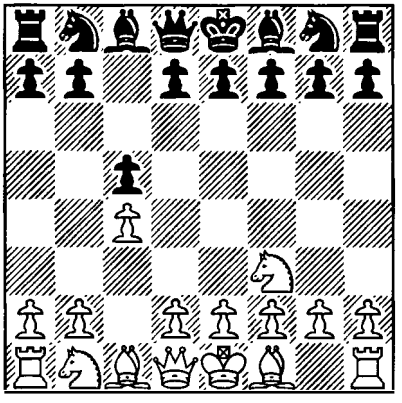

Diagram 12 (B)

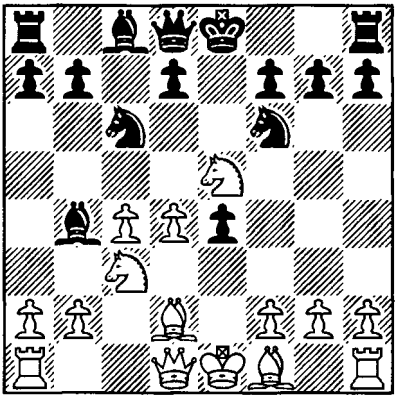

Diagram 13 (B)

This line is known as the Symmetrical English.

2...Nc6 3 Nc3 e5 4 e3 Nf6 5 d4 cxd4 6 exd4 e4 7 Ne5

7 Ng5 is also met by 7...Bb4, when 8 d5 Bxc3+ 9 bxc3 Na5 is the basic position, offering equal play.

7...Bb4 8 Bd2?! (Diagram 13)

The natural reaction is to block the pin. I saw this move recommended on the Internet and thought nothing more about it until I saw this game. White's assumption is that he won't lose a pawn because of his own threat of 9 Nxe4. After all, surely a top-rated Russian grandmaster wouldn't go wrong on move eight, would he?

Instead, 8 Be2 is the established move; for example, 8...Qa5 9 Nxc6 bxc6 10 0-0 0-0 11 Bd2 Re8 led to equal play in L.Pantsulaia-B.Jobava, Tbilisi 2008.

8...Nxd4 9 Nxe4 Qe7! (Diagram 14)

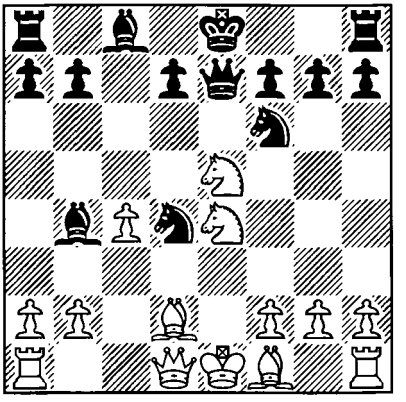

Diagram 14 (W)

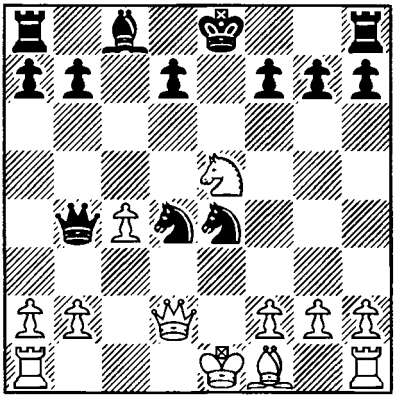

Diagram 15 (W)

This is the golden move which wins with ease. White has misguidedly expected the continuation 9...Bxd2+ 10 Qxd2 Nxe4 11 Qxd4 with roughly equal chances.

10 Bxb4

There is nothing better, as 10 Nxf6+ fails to 10...gxf6 when the pin on the e-file will win a piece.

10...Qxb4+ 11 Qd2

If instead 11 Nd2 Qe7! 12 f4 d6 wins a piece; while 11 Nc3 Qxb2 12 Rc1 0-0 leaves Black a pawn up in a dominant position, for example 13 Qd2 Qa3 14 Rd1 d6! 15 Qxd4 dxe5 16 Qe3 Be6 17 0-0 Rac8, targeting the weak c4-pawn.

11...Nxe4! 0-1 (Diagram 15)

White resigned, as after 12 Qxb4 Nc2+ Black wins the queen back and remains a piece up.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

Lisitsin Gambit

The gambit is named after Georgy Lisitsin (1909-72) who had some considerable success in the Soviet era, competing in ten national championships.

This opening is perfect for setting opening traps, because if Black tries to retain his gambit pawn then White is rewarded with a scintillating attack. It would be well worth a go against anyone who plays the Dutch, especially if you are tired of the main lines that start with 1 d4.

Here is some inspirational play:

□ **M.Geveke** ■ **R.Storm**

German League 1983

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1 Nf3 f5 2 e4!? (Diagram 16)

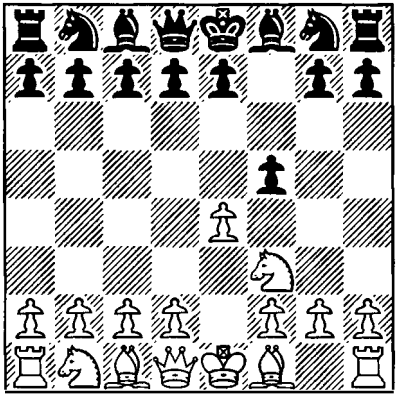

Diagram 16 (B)

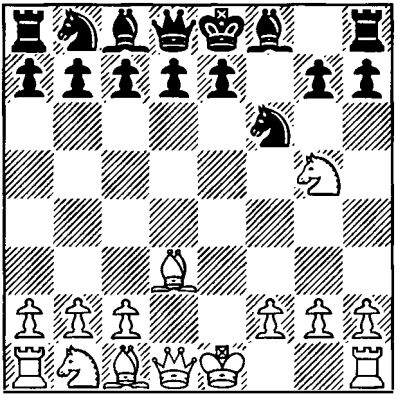

Diagram 17 (B)

This is the start of the gambit and is likely to be a surprise to many players of the Dutch.

2...fxe4 3 Ng5 Nf6

Black has been gifted a pawn in the opening and so simply protects his advantage.

4 d3 exd3?!

Black can avoid taking – for example with 4...e5 in the game Rohde-Palatnik later on – but this could lead him into unknown territory, in which case the logic is that you might as well be a pawn up.

5 Bxd3 (Diagram 17)

This is a surprisingly awkward position for Black after just five moves! The trouble is that White is threatening to take on h7 in order to engineer the possibility of Qh5+.

5...e5

Also possible are:

a) 5...d5 6 Bxh7! Nxh7 7 Qh5+ Kd7 8 Nf7 Qe8? (the queen goes to the only available square, and 8...Nf6 9 Qxh8 Qe8 10 Ne5+ is hardly enticing for Black) 9 Qxd5 checkmate.

b) 5...d6 6 Bxh7! Nxh7 7 Qh5+ Kd7 8 Nf7! (8 Nxh7 has been tried a few times, but after 8...Qe8! Black is only a bit worse) 8...Qe8 9 Qh3+ e6 10 Nxh8 Nf6 11 Nc3 with a clear advantage.

c) 5...e6 6 Bxh7! (6 Nxh7 is also good, but the text contains more venom because the knight is well placed on g5 to help deliver a fork on f7) 6...c6? (but if 6...Nxh7 7 Qh5+ Ke7 8 Nxh7! is very strong) 7 Bg6+ Ke7 8 Nf7 Qa5+ 9 Bd2 Qd5 10 Bb4+ c5 11 Qxd5 Nxd5 12 Bxc5+ Kf6 13 Nxh8 Bxc5 14 Nd2 1-0 A.Bauza-F.Aramburu, Uruguay 1986.

d) 5...Nc6 6 Nxh7! (6 Bxh7 is met by 6...Ne5!, since 7 f4 Nxh7 8 Qh5+? g6 even wins for Black) 6...Ne5 (not 6...Nxh7?? 7 Bg6 checkmate – and, yes, it does happen) 7 Bf4 Nxd3+ 8 Qxd3 e5? 9 Qg6+ Ke7 10 Bg5 Ke6 11 Bxf6 gxf6 12 Ng5+! Kd5 13 Nc3+ 1-0 F.Haselbeck-G.Spiesberger, Landshut 1999.

e) 5...g6 6 Nxh7! Rxh7 (not 6...Kf7? 7 Ng5+ Kg7 8 Bxg6 1-0 S.Stoljarov-V.Rusnak, Kolontaevo 1998, in view of the wonderful line 8...Kxg6 9 Qd3+ Kg7 10 Ne6+! winning with ease) 7 Bxg6+ Rf7 8 Bg5! (I think this is the best choice in the position, helping to activate the queenside; although 8 g4!? is also interesting, for example 8...d5 9 g5 Bg4 10 Bxf7+ Kxf7 11 f3 Bh5 12 gxf6 exf6 13 Bf4 Nc6 14 Nc3 with a clear advantage, T.Laesson-S.Navabi, Calvia Olympiad 2004) 8...e6 9 Qf3 Bg7 10 Nc3 d5 (10...Nc6 11 Bxf7+ Kxf7 12 0-0-0 is also good for White) 11 0-0-0 Nbd7 12 Rhe1 Qe7 13 Nxd5! and White won in H.Bouwens-G.Rietveld, Alkmaar 1992.

6 Bxh7!

A powerful reply, after which Black is busted.

In the past 6 Nxh7 has been usual, and while it is not as strong as the text, it still contains a powerful punch; for instance, 6...Bc5 (not 6...Nxh7? 7 Qh5+ Ke7 8 Qxe5+ Kf7 9 Qd5+ Ke7 10 Bg6 Nc6 11 Nc3 with checkmate to follow) 7 Bg6+ Ke7 8 Bg5 d5 9 Nc3 Be6 10 Qf3 Nbd7 11 Nxd5+! Kd6 12 0-0-0 Bxd5 13 Nxf6 Nxf6 14 Bxf6 Qxf6 15 Qxd5+ Ke7 16 Qxc5+ 1-0 C.Covington-D.MacLean, Alexandria 1996.

6...Nxh7

Given the threat of Bg6+ followed by Nf7, Black has little choice but to take the bishop. Of course 6...Rxh7 7 Nxh7 Nxh7 8 Qh5+ Ke7 9 Qxh7 heavily favours White too.

7 Qh5+ Ke7 8 Nxh7 (Diagram 18)

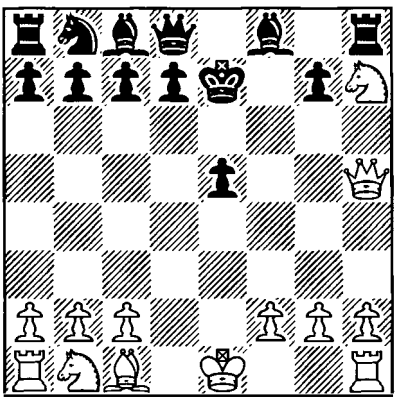

Diagram 18 (B)

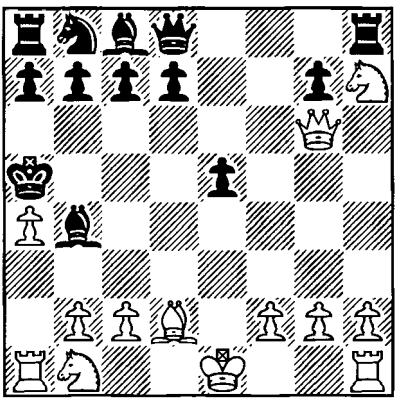

Diagram 19 (W)

White wins back his piece and threatens Bg5+, so Black is obliged to take evasive action.

8...Kd6

There is no hope when the king starts walking on an open board, but 8...Qe8 just loses after 9 Bg5+ Kd6 10 Qxe8.

9 Qg6+ Kc5 10 Be3+

It is at the stage of the game when you wonder if there is a brilliancy prize available.

10...Kb5 11 a4+ Ka5 12 Bd2+ Bb4 (Diagram 19) 13 c3

Of course, Black can just resign, but he is being sporting by allowing White to have his fun. By the way 13 Qd3! is the quickest way to force checkmate:

a) 13...c6 14 Bxb4+ Kb6 (14...Kxb4 15 Qc3 checkmate) 15 a5+ Kc7 16 Bd6 checkmate.

b) 13...Bxd2+ 14 Nxd2 c6 15 b4+ Kb6 16 Nc4+ Ka6 17 b5+ cxb5 18 axb5+ Kxb5 19

Qd5+ Kb4 20 Rb1+ Kc3 21 Qd3 checkmate.

13...Bd6

13...d6 is embarrassing, but it allows Black to last a little longer.

14 b4+ Kb6 15 Be3+ c5 16 Bxc5+ Ka6 17 Qd3+ 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

In the next game the gambit once again lures Black into complications which he fails to understand:

□ J.Barle ■ R.Tozer

Lloyds Bank Open, London 1993

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1 Nf3 f5 2 e4 fxe4

If Black has a sense of humour he might like to try 2...e5, transposing into the obscure Latvian Gambit (1 e4 e5 2 Nf3 f5).

3 Ng5 d5 4 d3 Qd6 5 Nc3 (Diagram 20)

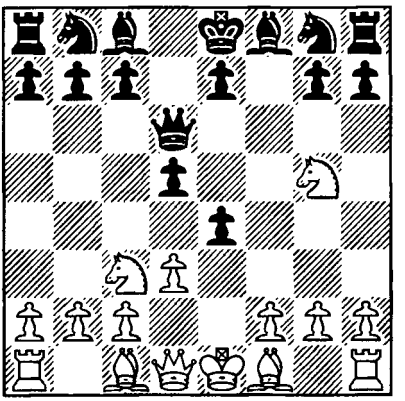

Diagram 20 (B)

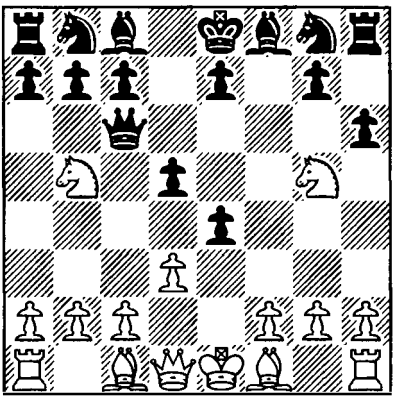

Diagram 21 (W)

White brings out his queen's knight, planning to rely on a lead in development if Black is brave enough to capture on d3. This move was popularized by American grandmaster Larry Christiansen in the 1980s. I once tried 4...Qd6 in a simultaneous display given by former World Champion Mikhail Botvinnik in London 1981; the great man stared at me for some time before playing 5 dxe4, when 5...h6 was reasonable for Black.

5...h6

Black wants to kick the knight away from its aggressive post before it can do any damage. Others:

a) 5...c6?! 6 dxe4 d4 (6...h6 7 Nf3 dxe4 8 Nxe4 Qxd1+ 9 Kxd1 also favours White) 7 Ne2 h6 8 e5! Qxe5 9 Nf3 Qe4 10 Qxd4 Nf6 11 Qxe4 Nxe4 12 Be3 Nd7 13 Nf4 with a clear advantage, K.Rohonyan-A.Muzychuk, Lvov 2003.

b) 5...e3?! 6 Bxe3 c6 7 d4 e5 8 dxe5 Qxe5 9 Qh5+ g6 10 Qe2 Bg7 11 0-0-0 Nh6 12 Rxd5! cxd5 13 f4 with a crushing attack in P.Ricardi-Ye Rongguang, Manila Olympiad 1992.

c) 5...exd3 6 Bxd3 Nf6 7 Nb5 Qb6 8 Bf4 Na6 9 Qe2 Bg4 10 f3 Bd7 11 0-0-0 gave White lots of compensation for the pawn, M.Kazhgaleyev-P.Nikolic, Kemer 2007.

d) 5...Nf6!? 6 dxe4 h6 7 Nb5 Qd8 8 e5 (8 Nf3!? c6 9 e5 is also interesting) 8...hxg5 9 exf6 exf6 10 Qxd5! Qe7 11 Be3 c6 12 Qc4 with the initiative, D.Pruess-M.Aigner, San Francisco 2005.

6 Nb5 Qb4+?

This seems fine for Black, attacking the knight on b5 which must surely retreat. I was watching this game and, after White's next move, I can say that Tozer looked as though he had seen a ghost. Instead:

a) 6...Qb6? looks reasonable, but it loses because in some lines White can take the rook on a8 and attack the queen on b6: 7 Qh5+ g6 8 Nxc7+! Kd7 (if 8...Qxc7 9 Qxg6+ Kd7 10 Nf7 wins) 9 Nxa8 Qa5+ (if 9...Qc6 10 Qh4 wins) 10 Bd2 gxh5 (or 10...Qxd2+ 11 Kxd2 gxh5 12 Nf7) 11 Bxa5 hxg5 12 Bc3! {not 12 Nc7? as 12...Nc6 sees Black back in the game} 12...Nf6 13 dxe4 leading to a big advantage.

b) 6...Qc6! **(Diagram 21)** is the best and arguably only decent move available, when play might continue:

b1) 7 Qh5+ is no longer as impressive as in the main game, due to 7...g6! 8 Nxc7+ Kd7 9 Qg4+ Kxc7 10 Qg3+ (after 10 Qf4+ Qd6 11 Nf7 e5 12 Qg3 Qf6 13 Nxh8 Bf5 Black has the superior chances) 10...Kd7 11 Nf7 Bg7 12 Nxh8 Bxh8 13 dxe4 Qxc2 with an unclear position.

b2) 7 Nxc7+ Qxc7 8 Qh5+ Kd7 9 Nf7 Nf6 10 Ne5+ Kd6 11 Nf7+ Kc6 12 Ne5+ and now 12...Kd6 (instead 12...Kb6 is very risky after 13 Be3+ Ka6 14 dxe4+ b5 15 Qe2 with a dangerous attack) 13 Nf7+ leads to a draw by perpetual check.

b3) 7 dxe4 hxg5 8 exd5 Qd7 9 Bxg5 a6 10 Nc3 e5 11 Bd3 Be7 12 Qf3 Nf6 (not

12...Bxg5? 13 Bg6+ Ke7 14 Qf7+ Kd6 15 Ne4 checkmate) 13 Bg6+ Kd8 14 h3 gave White good compensation for the piece in J.Piket-J.Van Mil, Dutch Championship 1992.

7 c3! (Diagram 22)

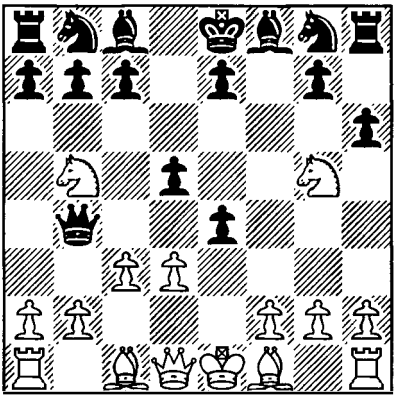

Diagram 22 (B)

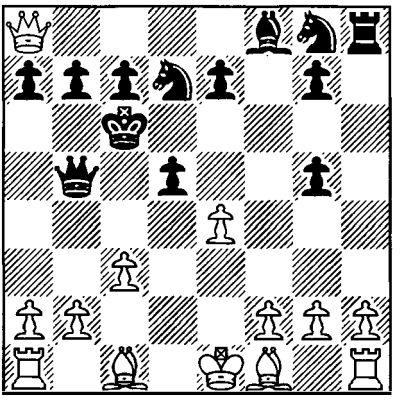

Diagram 23 (B)

White ignores the threat to his queen's knight and even encourages Black to take it. The reality is that the forthcoming check on h5 will wreck Black's position and White is completely winning.

7...Qxb5 8 Qh5+ Kd7

If 8...Kd8 then 9 Nf7+ Kd7 10 Nxh8 wins.

9 Qg4+!

White has to make sure the advantage is pursued aggressively. 9 Nf7? would allow 9...Nf6 when Black is fine.

9...Kc6

Black hastens his own demise, but in such a rotten position it is hardly surprising that the fight has gone out of him. In any case after 9...Kd8 10 Nf7+ Ke8 11 Qg6 intending Nxh8+ is very strong.

10 Qxc8 Nd7

Black doesn't even have time for 10...hxg5 due to 11 Qe6+ Kc5 12 d4 checkmate.

11 Qxa8 hxg5 12 dxe4 (Diagram 23)

An interesting position: although White only has his queen activated, he is completely winning.

12...Qb6 13 exd5+ Kxd5 14 Be2 e5 15 Be3 1-0

White's pieces are coming out, and the black king is a sitting duck in the middle of the board. It is time to resign.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

□ **M.Rohde** ■ **S.Palatnik**
Philadelphia 1990

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1 Nf3 f5 2 e4 fxe4 3 Ng5 Nf6

The American has had other successes in this line:

a) 3...d5 4 d3 e3 (instead of 4...Qd6 as in Barle-Tozer above) 5 Bxe3 e5 6 d4 exd4 7 Qxd4 Nc6 8 Qh4 Bf5 9 Bb5 Be7 10 0-0 (10 Nc3 and 0-0-0 may be stronger) 10...Nf6 11 Nc3 0-0 12 Rad1 h6 (here 12...Nb4!? is worth considering) 13 Nxd5 Nxd5 14 Rxd5 Qe8 (maybe 14...Qxd5 is not as bad as it looks after 15 Bc4 Qf7! 16 Bxf7+ Rxf7 17 Qc4 hxg5 with three pieces for the queen) 15 Bc4 Kh8 (if 15...hxg5?? 16 Rxf5+ wins) 16 Qg3 Qg6 17 Rxf5 Qxf5 18 Ne6 gave White a strong attack, M.Rohde-S.Palatnik, Philadelphia 1992.

b) 3...e5 4 d4!? (an interesting way to avoid the relatively safe positions that arise after 4 d3 e3 5 Bxe3) 4...exd4 5 Nxe4 Nc6 6 Bc4 Nf6 (6...d5!? 7 Qh5+ g6 8 Qxd5 Qxd5 9 Bxd5 Nb4 10 Bb3 Bf5 equalizes) 7 Bg5 Be7 8 Nxf6+ Bxf6 9 Qh5+ g6 10 Qe2+ Be7 11 Bd5 Rf8 12 h4 with compensation for the pawn, M.Rohde-O.Castro, Philadelphia 1990.

4 d3 e5 5 dxe4 Bc5 6 Bc4 (Diagram 24)

The dramatic threat of Nf7 means that Black is already in trouble.

6...Qe7

Instead 6...b5?! is just a panicky move that does nothing to improve Black's position. After 7 Bf7+ Ke7 8 Bb3 Rf8 9 0-0 White steadily develops his pieces. This in contrast to Black who, in the space of a few moves, is clearly in trouble because with the king in the centre he cannot co-ordinate his pieces: 9...d5? 10 exd5 Ng4 11 Ne4 with a winning advantage, C.Trevelyan-A.Santos, European Junior Championships, Groningen 1976.

7 Bf7+!

White sensibly forces Black to abandon the idea of castling, creating a long-term problem. At first sight 7 Nf7 looks reasonable, but after 7...Rf8 8 Ng5 (otherwise Black will be rewarded with two pieces for the rook) 8...Bxf2+! 9 Kxf2 Nxe4+ (or 9...Qc5+ and 10...Qxc4) 10 Ke1 Nxg5 Black is winning.

7...Kf8 8 Bb3 (Diagram 25) 8...h6

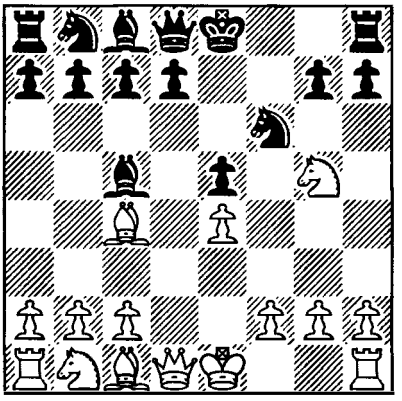

Diagram 24 (B)

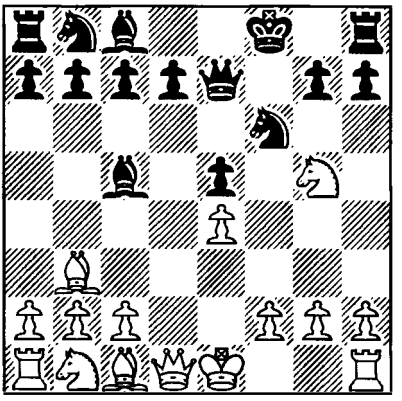

Diagram 25 (B)

On 8...Nc6 White should not worry about securing a quick knockout, but concentrate on developing: 9 0-0 d6 10 Nc3 h6 11 Nd5 Nxd5 12 exd5 Nd4 13 Ne4 Bb6 14 Be3 Kg8 15 c3 Nf5 (15...Qh4 merely ensures that his active minor pieces are exchanged: 16 cxd4 Qxe4 17 Bc2 Qh4 18 dxe5 dxe5 19 Bxb6 axb6 20 Re1 Qf6 21 Qh5 is good for White) 16 Bxb6 axb6 17 Qd2 g5 18 Bc2 Bd7 19 Qe2 Rf8 20 a4 (I think 20 Ng3! is worth a go, in order to try and put pressure on Black by opening the kingside; for example, if 20...Nxg3 21 fxg3! Kg7 22 Qe4 is strong) 20...Rh7 21 a5 gave White the initiative in S.Del Rio Angelis-M.Santo Roman, Loures 1998.

9 Nf3 d6

If instead 9...g5 10 Nc3 c6 11 h4 g4 12 Nh2 d6 (D.Collutiis-A.Jakubiec, Cappelle la Grande 2003) 13 Qd3 intending Be3 also favours White.

10 Nc3

The American has done the right thing by getting the rest of his pieces into the action. As usual in this line, Black is under pressure because of the need to activate the king's rook at some stage.

10...g5?!

The idea is to play ...Kg7 and hope to emerge unscathed from the opening.

The more restrained 10...g6 is a better try to defend the honour of this line, but 11 Qe2 or 11 Qd3 followed by Be3 and 0-0-0 still gives White the slightly better chances. For example, 11 Qe2 Kg7 12 Be3 Na6 13 0-0-0 Bxe3+ 14 Qxe3 Nc5 15 h3 c6 16 g4 Nh7 17 Ne2 Be6 18 Bxe6 Qxe6 19 Kb1 Rhf8 20 Nd2 Rf6 21 f3 Qe7 22 h4 d5 23 g5 hxg5 24 h5 d4 25 Qg1 with a strong attack in B.Martin-S.Wastney, New Zealand Championship, Auckland 1997.

11 h4! (Diagram 26)

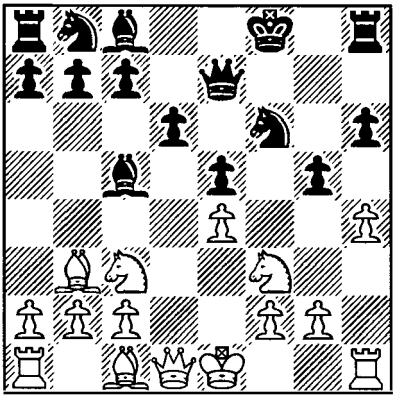

Diagram 26 (B)

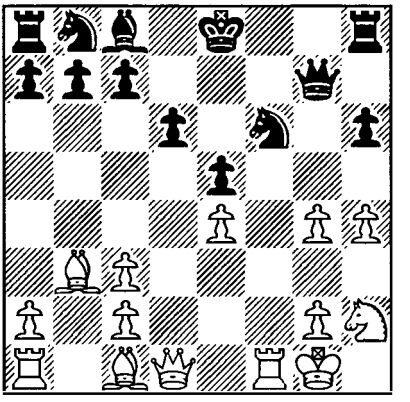

Diagram 27 (B)

White seizes the chance to undermine the kingside pawns and get his pieces into attacking positions.

11...g4 12 Nh2 Bb4 13 f3 Bxc3+ 14 bxc3 Qg7

The attempt to blockade the kingside with 14...g3 fails to impress after 15 Nf1 Nh5 16 f4 Nxf4 17 Qf3, when the black king is once again a cause for concern.

15 fxg4 Ke8 16 0-0! (Diagram 27)

The king's rook joins in the attack and Black cannot adequately defend because his queenside pieces remain on their original squares.

16...Nc6

Instead, 16...Nxg4 is strongly met by 17 Rf7; or if 16...Bxg4 17 Nxg4 Qxg4 18 Qxg4 Nxg4 19 Be6! h5 20 Rf7 Na6 21 Bg5 is decisive.

17 g5! hxg5 18 Bxg5 Nxe4

18...Rf8 19 Bxf6 Rxf6 20 Qh5+ Ke7 21 Rxf6 Qxf6 22 Rf1 is horrible for Black.

19 Bf7+ 1-0

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟

The From Gambit

The gambit 1 f4 e5 was attributed to the Danish player Severin From (1828-95) when a friend, the theoretician S.A.Sørensen, wrote about the opening in 1862. It can be played with precision by White, but often improvers start with 1 f4 to avoid the standard book moves and soon get caught out:

☐ **F.Eisenhauer** ■ **M.Neukoetter**
German Junior Championships 2001

1 f4

This is known as Bird's Opening.

1...e5 (Diagram 28)

This sharp reply, known as the From Gambit, offers a pawn in return for quick development and a chance to unsettle the white king in the opening.

2 fxe5

This system works really well against social players and juniors because they think you are just giving away your pawns. However, I always warn people who like to gambit their pawn here that 2 e4 in fact transposes to a King's Gambit.

2...d6 3 exd6 Bxd6

The first checkmate threat occurs, with Black hoping to play 4...Qh4+ 5 g3 Bxg3+ (in this position I tend to show off by starting with 5...Qxg3+ to ensure victory in style) 6 hxg3 Qxg3 checkmate.

4 Nf3 g5

This is the main line, which has the idea of nudging the knight out of the way with ...g5-g4 so that the queen can give check on h4. It is worth noting that the attempt to prevent the black g-pawn advancing with 5 h3?? fails utterly in view of 5...Bg3 checkmate.

5 b3? (Diagram 29)

A big mistake, as Black now achieves what he wants. Other moves are examined in the next game.

5...g4 6 Ng1?

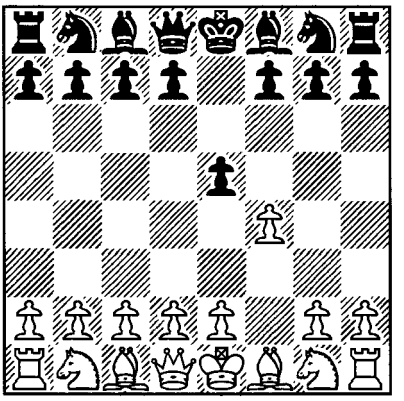

Diagram 28 (W)

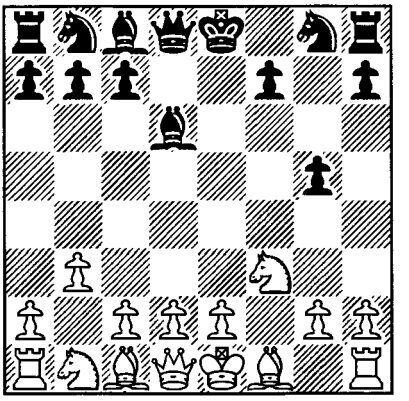

Diagram 29 (B)

Well, nobody likes to lose a piece so White moves it away, but that allows the devastating reply:

6...Qh4+ 7 g3 Bxg3+! 8 hxg3 Qxg3 checkmate

□ J.Thomas ■ M.Gerst

Landau 1996

---

1 f4 e5 2 fxe5 d6 3 exd6 Bxd6 4 Nf3 g5 (Diagram 30)

5 e4?

An understandable error of judgement, but White does not give his opponent's swashbuckling play enough respect. There are two main alternatives:

a) 5 g3 when play might proceed 5...g4 (or 5...h5 6 d4 g4 7 Nh4 Be7 8 Ng2 h4 9 Bf4 with a level position, U.Durst-L.Mostertman, Dresden 2008) 6 Nh4 (an odd-looking place for the knight, but it can always retreat to the g2-square if attacked by a bishop on e7, say) 6...Ne7 7 d4 Nbc6 8 c3 Ng6 9 Nxg6 hxg6 (the threat now is ...Bxg3+) 10 Qd3 led to roughly equal chances in V.Pogosian-S.Vedmediuc, Peterhof 2008.

b) 5 d4 g4 **(Diagram 31)** and now:

b1) 6 Ng5!? (a risky move because the knight is soon marooned on g5) 6...f5! (6...Be7 should be met by 7 Ne4 with equal chances; rather than 7 Nxf7? Kxf7 8 e4

Kg7 9 Bc4 Bh4+ 10 g3 Bg5 11 Bd2 Nh6 when White's attack is not convincing, P.Spiller-J.Pamungkas, Kuala Lumpur 2007) 7 e4 h6 8 e5 Be7 9 Nh3 gxh3 10 Qh5+ Kf8 11 Bc4?! (this crude attack is easily defended; 11 c3 is the best chance in the circumstances, though Black still has the superior game) 11...Rh7 12 Qg6 Bb4+ 13 c3 (13 Ke2 is no improvement after 13...Rg7 14 Bxh6 Nxh6 15 Qxh6 Qg5) Qh4+ 14 Qg3 (if 14 g3? Qe4+ or 14 Kd1? Rg7 wins) 14...Qxg3+ 15 hxg3 hxg2 16 Rg1 Be7 gave Black a great ending in P.Spiller-S.Sumant, Kuala Lumpur 2006, although the game was eventually drawn.

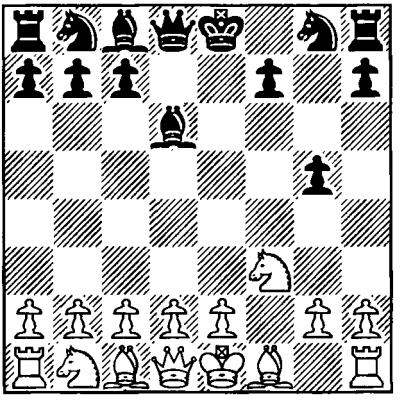

Diagram 30 (W)

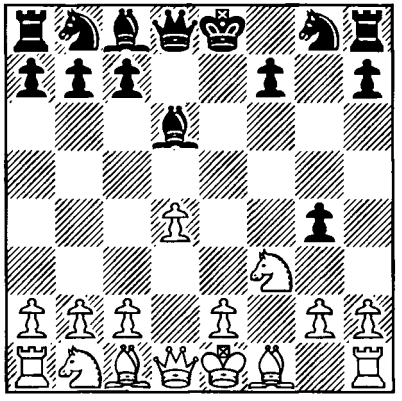

Diagram 31 (W)

b2) 6 Ne5 Bxe5 7 dxe5 Qxd1+ 8 Kxd1 Nc6 9 Nc3 Be6 10 Bg5 Nxe5 11 Nb5 Kd7 (11...f6 12 Nxc7+ Kd7 13 Nxe6 Kxe6 14 Bf4 Rd8+ 15 Ke1 with an extra pawn and the two bishops, A.Turci-G.Lanzani, Bratto 2004) 12 Ke1 f6 13 Rd1+ Kc8 (improving on 13...Ke7 14 Be3 Bc4 15 Bc5+ Kf7 16 e3 Bxb5 17 Bxb5 Ne7 18 Ke2 again with the two bishops, S.Tartakower-F.Marshall, Mannheim 1914) 14 Bh4 h5 15 e4 Bd7 16 Nc3 Ng6 17 Bf2 N8e7 18 Kd2 Be6 19 Kc1 with the slightly better chances, S.Williams-M.Quinn, Witley 1996.

5...g4 (Diagram 32)

After just five moves I think White is already in serious trouble, but it is a thin line between a bad position and a disaster.

6 e5

This has been seen a number of times, and I am very surprised at how few players with the black pieces exploit it. Instead:

a) 6 Bc4 is a brave decision to try and attack, but there is no reason why it might succeed: 6...gxf3 7 Qxf3 Qf6 (at a stroke Black slows down the potential onslaught) 8 d4 (if 8 Qh5 then 8...Be6 makes it clear that White's attack has evaporated)

8...Qxf3 9 gxf3 c6 10 Be3 Be6 led to a much superior ending in S.Aleksiev-A.Jovchev, Pernik 2003.

b) 6 Nd4 might be the best move in the position, but after 6...Qh4+ 7 Ke2 (if 7 g3 Bxg3+! 8 hxg3 Qxg3+! 9 Ke2 Nd4! wins) 7...g3 8 Qe1 Qxe4+ 9 Kd1 Qxe1+ 10 Kxe1 gxh2 I would rather be Black.

6...gxf3

This is a quick path to victory, though I found several games where 6...Bc5 was chosen instead.

7 exd6 Qh4+ 8 g3 Qe4+ 9 Kf2 (Diagram 33) 9...Qd4+!

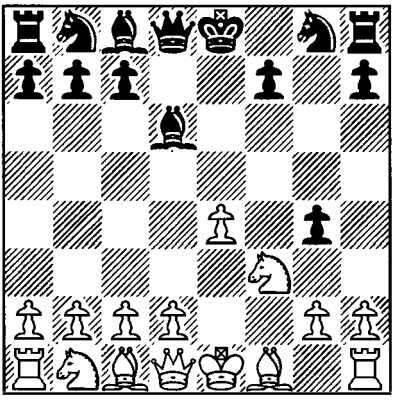

Diagram 32 (W)

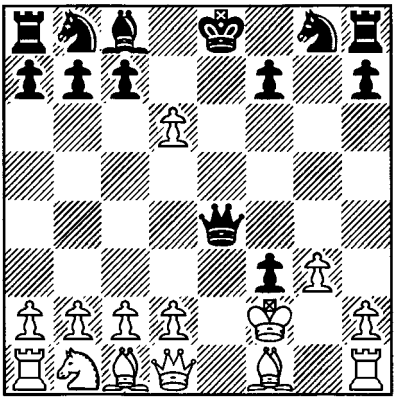

Diagram 33 (B)

I can only guess that this is what people overlook when choosing 6...Bc5, because White can now resign.

10 Ke1

If 10 Kxf3 then 10...Bg4+ wins the queen.

10...f2+ 11 Ke2 Bg4 checkmate

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟

The Grob

The opening with 1 g4 has been called a number of things over the years, such as the Spike or the Genoa. The present name is in honour of Henry Grob (1904-74) who analysed the opening in his book, *Angriff g2-g4*, published in 1942. In recent decades it has been enthusiastically been promoted by the English International Master, Michael Basman.

The Crafty Grob

This is a trick which has inspired many people to take up the Grob and create potential problems for Black.

□ M.Djukic ■ D.Prelevic
Belgrade 2006

1 g4 d5 2 Bg2

2 h3 has also been tried, to reach a sort of reversed Modern Defence, but with the extra psychological advantage of having played the silly-looking 1 g4.

2...Bxg4

Black accepts the sacrifice. This was considered a main line for years.

3 c4 (Diagram 34)

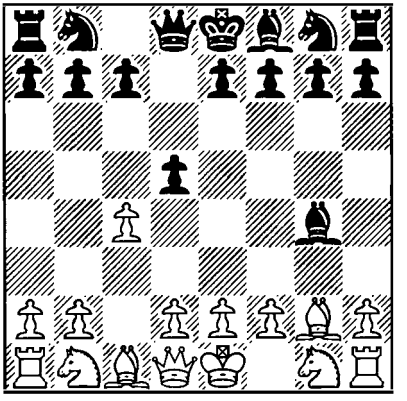

Diagram 34 (B)

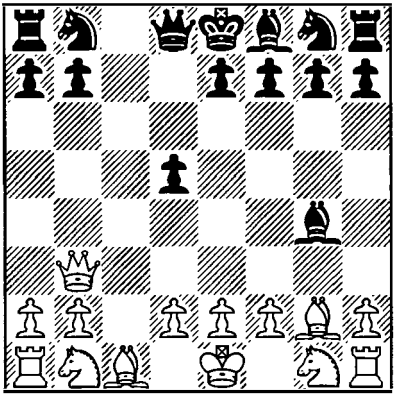

Diagram 35 (B)

3...c6

Other moves:

a) 3...dxc4!? allows 4 Bxb7 winning the exchange, though it must be admitted that Black has reasonable compensation after 4...Nd7 5 Bxa8 Qxa8 6 f3 (not 6 Nf3? Ne5! 7 Qa4+ Bd7 8 Qa3 Nd3+! 9 exd3 e6 followed by ...Qxf3 and ...cxd3 with the advantage) 6...e5, as it is hard for White to develop smoothly; for example, 7 Qc2 Ngf6 8 Nc3 Be7 9 h4 0-0 10 Ne4 (unfortunately 10 Nh3? runs into 10...Bxf3! 11 exf3 Qxf3 12 Nf2 Nc5 and wins) 10...Nxe4

11 Qxe4 Qxe4 12 fxe4 Nc5 and Black stood well in I.Horvath-R.Messa, Caorle 1981

b) 3...d4!? (the Romford Gambit) 4 Bxb7 Nd7 5 Bxa8 Qxa8 is similar, if perhaps not as good. T.Stahl-N.Mattutis, Eppingen 1988, continued 6 f3 (6 Nf3? d3! winning is Black's big idea) 6...e5 7 d3 Be7 8 h4 Nh6?! 9 Bxh6 gxh6 10 Nd2 Be6 11 Qa4 and White should consolidate.

b) 3...Nf6 is also popular; for instance, 4 Qb3 (or if 4 Nc3 Nbd7 5 cxd5 Nb6 6 Qb3 Qd7 with equal chances, M.Klichev-M.Bezgodova, Dubna 2007) 4...Qc8 5 Nc3 c6 6 cxd5 Nxd5? (instead 6...cxd5 7 Nxd5 Nc6! again gives Black some compensation with his active pieces) 7 Nxd5 Be6 8 Qa4! b5 9 Qc2 1-0 P.Elger-M.Kurth, Kassel 1994.

4 cxd5 cxd5 5 Qb3 (Diagram 35) 5...e6??

A shocking reply, which defends d5 but cuts off the retreat of the bishop on g4.

Instead:

a) 5...Nf6 allows 6 Qxb7, but White doesn't have to fall for 6...Qc8 (6...Nbd7!? is worth investigating) 7 Qxa8?? (7 Qxc8+ Bxc8 is roughly equal) 7...Qxc1 checkmate, P.Dozsa-S.Booth, Sydney 1995, achieving the record for the shortest ever loss at the Australian Championship.

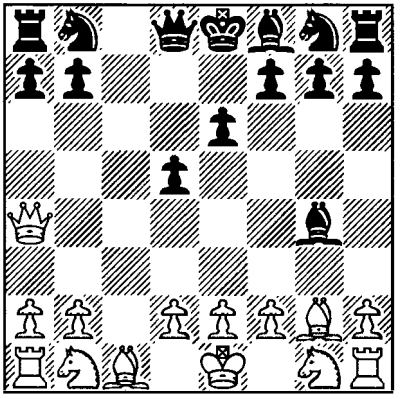

Diagram 36 (B)

b) 5...Qc7 6 Nc3 (obviously not 6 Bxd5?? Qxc1+) 6...Nc6 (upon 6...e6? the main game is echoed with 7 Qa4+ Nd7 8 Qxg4 1-0 R.Nilles-Iannizzi, Luxembourg 1992) 7 Nxd5 Qd7 8 Ne3 Be6 9 Qc3 Rc8 10 Nf3 Nf6 gave Black some compensation for the pawn based on the poorly placed white queen, A.Smirnov-G.Sergeev, Tula 2005.

6 Qa4+ (Diagram 36)

This trap has occurred in numerous games. White wins a piece because, unfortunately for Black, the light-squared bishop has been left stranded.

6...Nc6 7 Qxg4 Nf6 8 Qa4

White is winning, though Black carried on until move 26 before admitting defeat.

Conclusion	Score (max 10)
Surprise Value	♟ ♟ ♟ ♟ ♟
Risk	♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟
Chance of Success	♟ ♟ ♟ ♟ ♟
Reward	♟ ♟ ♟ ♟ ♟ ♟ ♟

DID YOU KNOW? Henry Grob was a fanatical correspondence player, who competed in over 3500 games.

Chapter 5

Classic Attacks

The games in this chapter provide a reminder of some important chess tactics, which at first look amazing, but should soon become easy for everyone to find. By tackling these puzzles, it will be possible for you to *think* like chessplayers, trying in your head this move and that move, visualizing and calculating in order to win.

The Greek Gift

This is the chess phrase for the sacrifice of a bishop with Bxh7+ to start an attack on the castled king. It is usually followed by Ng5+, and then the queen joins in from h5, g4 or d3. Naturally this idea is not restricted to the white pieces; Black can also offer the Greek Gift, and his moves would be ...Bxh2+, ...Ng4+ and ...Qh4 (or wherever).

It is not clear where the term originates, but the sacrifice of a piece has been likened to the ancient Roman poet Virgil's comment in the *Aenied*: "I fear the Greeks even if they bring gifts".

□ G.Lane ■ S.Jurd
Newcastle 2003

1 e4 e6 2 d4 d5 3 Nd2

The Tarrasch French, which has the simplistic benefit of avoiding lines with 3 Nc3 Bb4, because now ...Bb4 can be shooed away with c2-c3.

3...Nf6 4 e5 Nfd7 5 c3 c5 6 f4 Nc6 7 Ndf3 cxd4 8 cxd4 Bb4+ 9 Kf2

I always tell people to develop their pieces and castle in the opening, but there are exceptions and this is one of them. White has time to move his king because his shield of pawns prevents Black from attacking in the short-term.

9...0-0 10 g3 11 Qa4 Ndb8 12 Bd3 Bd7 13 Qd1 Re8 14 Be3 Bf8 (Diagram 1)

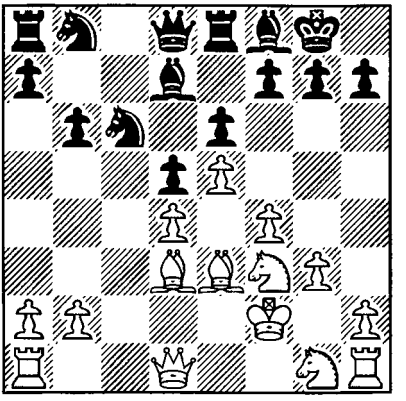

Diagram 1 (W)

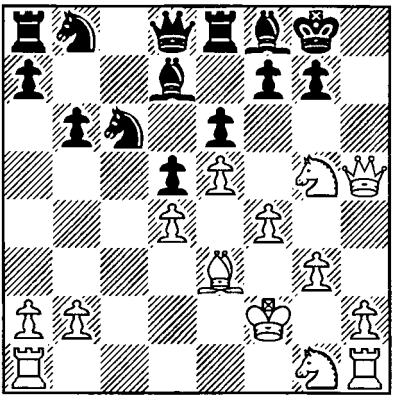

Diagram 2 (B)

15 Bxh7+!

The start of the Greek Gift combination. The bishop is given up to wreck Black's pawn barrier and draw his king out.

15...Kxh7

It may seem that 15...Kh8 only concedes a pawn, but in this position it also loses in a rapid fashion upon 16 Ng5 (the big threat is Nxf7+) 16...Qe7 17 Qh5 g6 18 Bxg6+ with checkmate to follow.

16 Ng5+ Kg8

Instead:

a) If 16...Kh6 Black loses to the knight fork 17 Nxf7+ and 18 Nxd8.

b) 16...Kg6 is often the critical defence, but here it runs into the vicious 17 Qg4, threatening a discovered check with Nxe6+ or else Qh4 to pursue checkmate on h7; for instance, 17...f5 18 Qh4 and wins.

17 Qh5 (Diagram 2)

The knight on g5 and a queen on h5 is the perfect way to follow up a Greek Gift sacrifice.

17...Bb4

Black has little choice but to give his king an escape square on f8.

18 Qxf7+!

I need to take the f7-pawn so that my checkmate combination will work. The instant 18 Qh7+ Kf8 19 Qh8+ Ke7 20 Qxg7 Rf8 and then 21 f5! should be good

enough to win, but it's not as convincing as the game continuation which is a forced checkmate.

18...Kh8 19 Qh5+ Kg8 20 Qh7+ (Diagram 3)

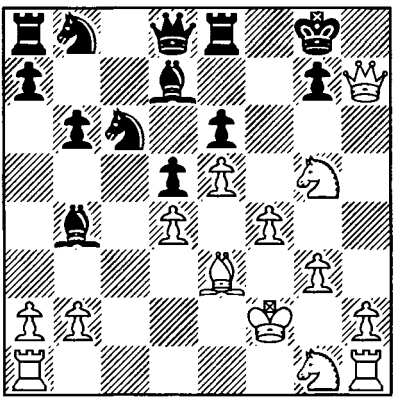

Diagram 3 (B)

20...Kf8 21 Qh8+ 1-0

With the f7-pawn gone from the board, 21...Ke7 22 Qxg7 is now checkmate.

Here is another example of the Greek Gift in action:

☐ **B.Ivkov** ■ **R.Mayer**

Oviedo (rapid) 1992

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1 Nf3 d5 2 c4 Nf6 3 cxd5 Nxd5 4 d4 e6 5 e4 Nf6 6 Nc3 Bb4 7 Bd3 0-0 8 0-0 b6 9 e5 Nd5 (Diagram 4) 10 Bxh7+! Kxh7

On 10...Kh8 Black is condemned to be a pawn down with a very weak kingside. For instance, 11 Ng5! (retreating the bishop is usually good in this type of position, but White can go for more here) 11...g6 12 Qf3 Kg7 13 Qh3 Rh8 14 Nxe6+! fxe6 15 Qh6+ Kf7 16 Qxg6+ Ke7 17 Qg7+ Ke8 18 Bg6 checkmate.

11 Ng5+ Kg6

The king emerges from the ruins of his protective pawn wall, in the hope of escaping the attack and hanging on to the extra piece.

On 11...Kg8 12 Qh5 Re8, White should remember Lane-Jurd and take the f-pawn first to force checkmate: 13 Qxf7+ Kh8 14 Qh5+ Kg8 15 Qh7+ Kf8 16 Qh8+ Ke7 17 Qxg7 checkmate.

12 Qg4! (Diagram 5)

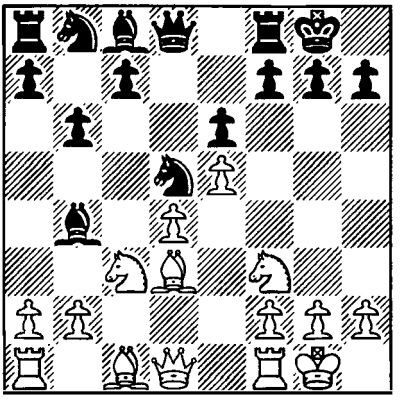

Diagram 4 (W)

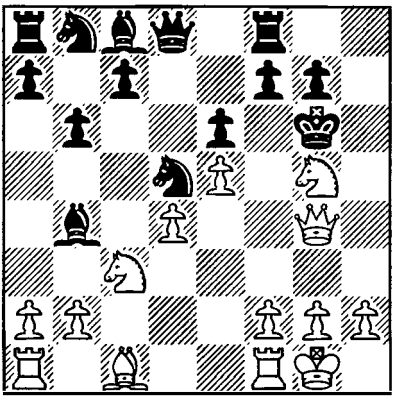

Diagram 5 (B)

The queen is again well placed here, threatening a deadly discovered check with Nxe6+. Another way to conduct the attack is with 12 Qd3+, when 12...f5 13 Qg3 transposes, while 12...Kh5? (or 12...Kh6? 13 Qh7) 13 Qh7+ Kg4 14 f3 is one of several checkmates.

12...f5 13 Qg3

Maintaining the decisive threat of discovered check. Note that here 13 Qh4, aiming for checkmate on h7, is rebuffed by 13...Rh8, when the queen has to go to g3 anyway.

13...f4 14 Bxf4 Kf5 15 Qh3+! 1-0 (Diagram 6)

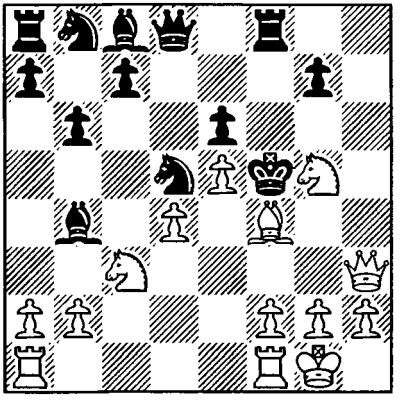

Diagram 6 (B)

Black did not wait to witness 15...Kxf4 16 Nce4 followed by 17 Qf3 checkmate.

As I said above, the Greek Gift is not just a reward for White, because Black can triumph with it as well:

☐ **I.Gevorgyan** ■ **A.Kvon**

Tashkent 2008

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1 Nf3 Nf6 2 c4 e6 3 Nc3 Bb4 4 Qc2 c5 5 a3 Ba5 6 e3 0-0 7 Be2 Nc6 8 0-0 Qe7 9 d4 d6 10 Rd1 Bd7 11 b3 Bc7 12 Bb2 cxd4 13 Nxd4 a6 14 Nf3 Rac8 15 Rac1 Ne8 16 Qb1 f5 17 Bd3 Ne5 18 Nxe5 dxe5 19 b4 e4 20 Bf1 Nf6 21 Ne2 Ba4 22 Rd2 (Diagram 7)

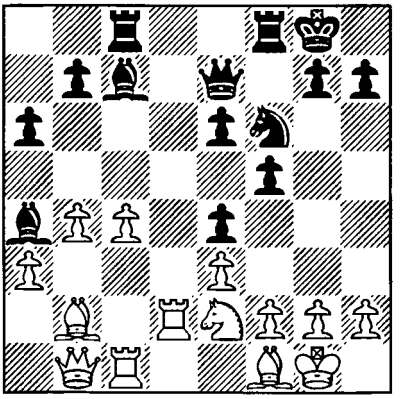

Diagram 7 (B)

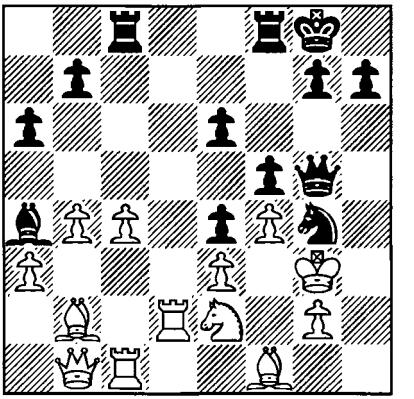

Diagram 8 (B)

22...Bxh2+!

Once again the Greek Gift rips the defensive position apart.

23 Kxh2

White accepts the sacrifice. Instead, 23 Kh1 Ng4 (23...Bb8 is simple and good) 24 g3 Qg5 25 Nf4 (if 25 Kg2 Bxg3! 26 Nxg3 Qh4 wins) 25...Qh6 26 Nh3 Rfd8 is no instant win, but it certainly heavily favours Black.

23...Ng4+ 24 Kg3

After 24 Kg1 then 24...Qh4 forces checkmate.

24...Qg5 25 f4 (Diagram 8) 25...Qh5 0-1

The threat of ...Qh2 checkmate forces resignation.

Boden's Mate

This is named after the English player Samuel Boden (1826-82), who found chess fame when he delivered a brilliant checkmate in the following friendly game:

□ R.Schulder ■ S.Boden
London 1853

1 e4 e5 2 Nf3 d6 3 c3 f5 4 Bc4 Nf6 5 d4 fxe4 (Diagram 9)

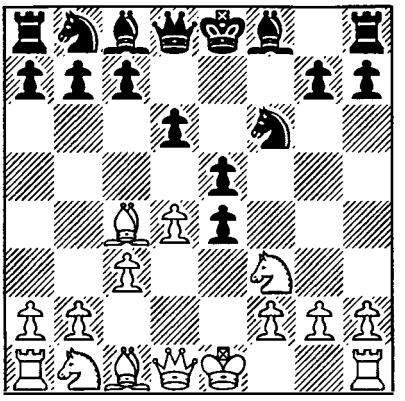

Diagram 9 (W)

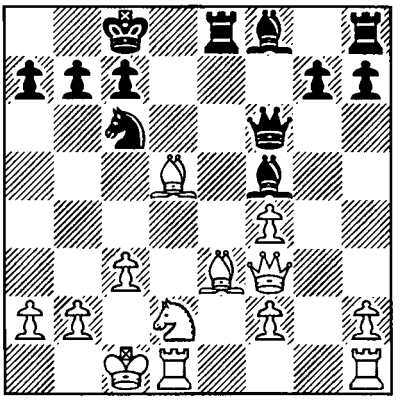

Diagram 10 (B)

6 dxe5?!

It might only have been a casual game, but I cannot resist showing how White could have done well with 6 Ng5!, when 6...d5 (or 6...exd4 7 Nf7 Qe7 8 Nxh8 d5 9 Bxd5! Nxd5 10 Qh5+ g6 11 Qxd5) 7 dxe5 dxc4 8 Qxd8+ Kxd8 9 exf6 Ke8 10 Nxe4 gives White a big advantage.

6...exf3 7 exf6 Qxf6

Not 7...fxg2? 8 f7+ Kd7 9 Qg4+ Kc6 10 Qxg2+ and White is much better.

8 gxf3?!

Probably 8 0-0 intending Re1+ is White's best chance in the position.

8...Nc6 9 f4 Bd7 10 Be3 0-0-0 11 Nd2 Re8 12 Qf3 Bf5 13 0-0-0?

It appears that White has castled into safety, but he gets a rude awakening. Instead, 13 Bd5 is probably best, although Black is slightly better after 13...Nd8.

13...d5! 14 Bxd5 (Diagram 10) 14...Qxc3+!!

The queen is sacrificed for a spectacular checkmate.

15 bxc3 Ba3 checkmate

? DID YOU KNOW? In his spare time Boden was an amateur painter and art critic.

This checkmate by the crossfire of two bishops is not exclusively brought about by a queen sacrifice, but it certainly often occurs that way:

□ D.Dochev ■ E.Ermenkov

Borovec 2002

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1 e4 c5 2 Nf3 d6 3 d4 Nf6 4 Nc3 cxd4 5 Nxd4 Nc6 6 f3 e5 7 Nb3 Be7 8 Be3 0-0 9 Qd2 a5 10 Bb5 Na7 11 Be2 Nc6 12 a4 Nb4 13 0-0-0 Be6 14 g4 Rc8 15 Kb1 Qc7 16 g5 Nh5 17 Qe1 b6 18 Rg1 Rfd8 19 Rd2 d5 20 exd5 Nxd5 21 Nxd5 Rxd5 22 c3 Bf5+ 23 Kc1 Rdd8 24 Rxd8+ Rxd8 (Diagram 11)

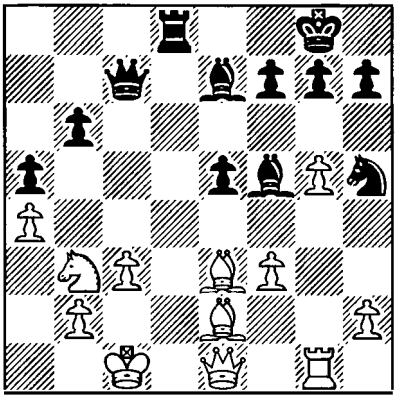

Diagram 11 (W)

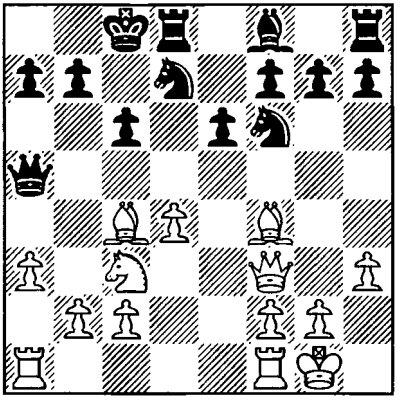

Diagram 12 (B)

25 Qf2? Qxc3+!! 0-1

The checkmate can arise from any type of opening, but I noticed it can be a major factor in the Scandinavian/Centre Counter:

□ M.De Heer ■ G.Grotenhuis

Dutch Team Championship 1995

---

1 e4 d5 2 exd5 Qxd5 3 Nc3 Qa5 4 d4 c6 5 Nf3 Nf6 6 Bc4 Bg4 7 h3 Bxf3 8 Qxf3 e6 9

0-0 Nbd7 10 Bf4 0-0-0 11 a3 (Diagram 12)

White has spotted the potential checkmate and is keen to oust the black queen from a5, so that a bishop can safely land on the a6-square.

11...g5?

11...Nb6 is necessary.

12 b4! Qf5

12...Qb6 loses the queen after 13 Na4.

13 Qxc6+!! 1-0

I think it is worth looking at another miniature in the same opening, because history can repeat, and it might be the perfect way to secure a fantastic victory

---

□ G.Antal ■ R.Mayaud

Paris 2000

---

1 e4 d5 2 exd5 Qxd5 3 Nc3 Qa5 4 d4 c6

Black makes room for the queen to retreat on the a5-d8 diagonal. Already the ideal pawn structure is taking shape, especially if Black castles queenside.

5 Nf3 Nf6 6 Bd3 Bg4 7 h3 Bh5 8 0-0 e6 9 Re1 Nbd7 10 Bf4 0-0-0 11 a3 Bxf3 12 Qxf3 (Diagram 13)

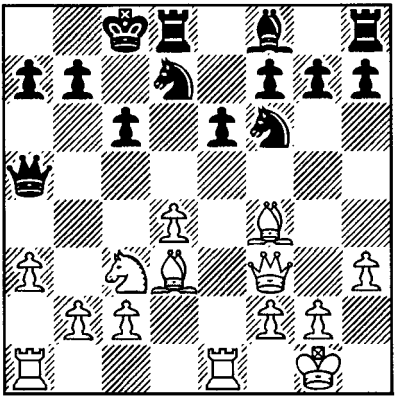

Diagram 13 (B)

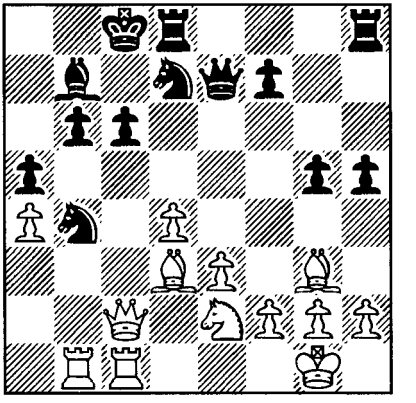

Diagram 14 (W)

White is perfectly poised to perform Boden's Mate. At the moment the black queen is guarding the a6-square and still needs to be chased away, but it turns out

that Black is not even aware of this amazing combination.

12...Qh5?? 13 Qxc6+!! 1-0

The queen sacrifice should now be obvious, so it is ready to be combined with good build-up play, such as another sacrifice:

☐ **T.Southam ■ D.Nock**

Ontario 1993

---

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 cxd5 exd5 5 Bg5 c6 6 Qc2 Bb4 7 e3 h6 8 Bh4 Bxc3+ 9 bxc3 b6 10 Bd3 Bb7 11 Ne2 Nbd7 12 0-0 g5 13 Bg3 Qe7 14 a4 a5 15 Rab1 0-0-0 16 c4 h5 17 cxd5 Nxd5 18 Rfc1 Nb4 (Diagram 14) 19 Rxb4!

Once again knowledge of Boden's Mate swings the game in White's favour. In this case the rook is sacrificed to eliminate a defender of the c6-pawn.

19...axb4 20 Qxc6+!! Bxc6 21 Ba6 checkmate

Pillsbury's Mate

The American Harry Nelson Pillsbury (1872-1906) was a remarkable player and had outstanding tournament successes. Pillsbury's checkmate involves a rook and bishop, and the following game is the reason why the name has stuck for the mating pattern.

☐ **H.N.Pillsbury ■ F.Lee**

London 1899

---

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 Be7 5 e3 Nbd7 6 Nf3 b6?!

6...0-0 is a sensible move, whereas the text weakens the important c6-square which White quickly exploits.

7 cxd5 exd5 8 Bb5 Bb7 9 Ne5 0-0 10 Bc6 Rb8 11 Bxb7 Rxb7 12 Nc6 Qe8 13 Nxe7+ Qxe7 14 Nxd5 Qe4 15 Nxf6+ gxf6 16 Bh6 Qxg2?

The black king is already exposed on the g-file; there is no need to encourage White further by opening up the file for a rook.

17 Qf3! (Diagram 15)

A brilliant move which gives up the queen in anticipation of a checkmate sequence. Of course if Black retreats the queen then 18 Bxf8 wins, since the b7-rook is also en prise.

17...Qxf3 18 Rg1+ Kh8 19 Bg7+ Kg8 (Diagram 16)

The point of White's play is about to be revealed: with a bishop on f6 there will no longer be a hiding place on h8 from the rook on g1.

20 Bxf6+ Qg4 21 Rxg4 checkmate

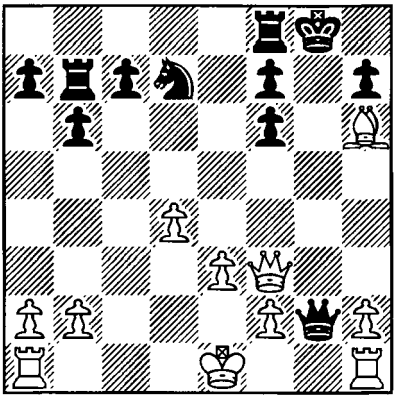

Diagram 15 (B)

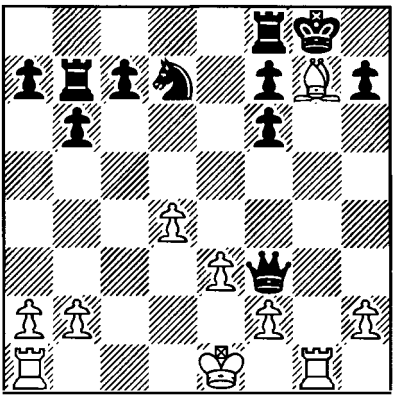

Diagram 16 (W)

? DID YOU KNOW? The oldest international tournament that is still played today is Hastings; and in 1895 Pillsbury won the first ever event.

There is some debate in chess circles about the validity of this game because it was a friendly encounter. Nevertheless, the name has stuck for the manoeuvre of Bg7+ followed by Bf6+ to force checkmate on the g-file. Here is a modern example:

□ **M.Savic** ■ **S.Radojevic**

Montenegro Team Championship 2006

(Diagram 17)

Black has just played the queen to b4 in the hope that an exchange of queens will allow him to withstand the onslaught on the kingside and prolong the game. White now uses knowledge of Pillsbury's Mate to good effect:

27 Rg1+ Kh8 28 Bxe6!

The black knight needs to be exchanged so the bishop can gain access the g7-square; it does not matter to the combination if the white queen is removed.

28...Qxd2 (Diagram 18)

If 28...fxe6 then 29 Qg5 will force checkmate.

29 Bg7+! Kg8 30 Bf6+ 1-0

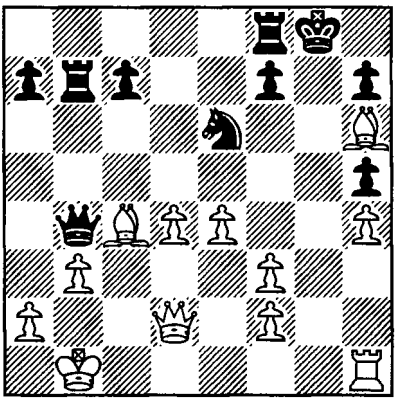

Diagram 17 (W)

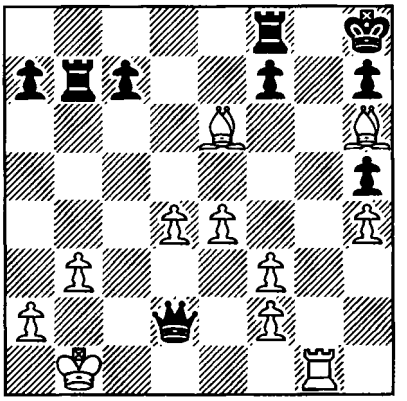

Diagram 18 (W)

Morphy's Concealed Mate

The remarkable American, Paul Morphy (1837-84), took on the world's best players with outstanding success, and then retired from chess at the age of 21. His attacking exploits are legendary and his games are revered to this day. The following checkmate has similarities with Pillsbury's Mate, but an excuse to celebrate Morphy should be applauded:

□ L.Paulsen ■ P.Morphy
New York 1857

(Diagram 19)

White has just played his queen to a6 in the hope of entering an ending after a queen exchange. Black's reply must have come as a huge shock:

17...Qxf3! 18 gxf3 Rg6+ 19 Kh1 Bh3 (Diagram 20)

The big threat is the Pillsbury Mate with 20...Bg2+ 21 Kg1 Bxf3 checkmate

20 Rd1

The brilliance of Morphy's queen sacrifice is such that other moves do not help:

a) 20 Rg1 is no good in view of 20...Rxg1+ 21 Kxg1 Re1+ 22 Qf1 Rxf1 checkmate.

b) 20 Qd3, hoping to end the threats by taking the rook on g6, is answered by 20...f5!, and if 21 Qc4+ Kf8 22 Rd1 Bg2+ 23 Kg1 Bxf3+ 24 Kf1 Bg2+ 25 Kg1 Bd5+ wins.

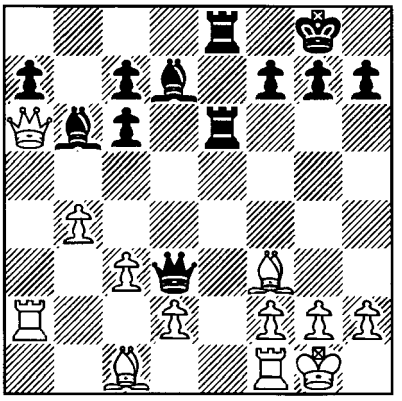

Diagram 19 (B)

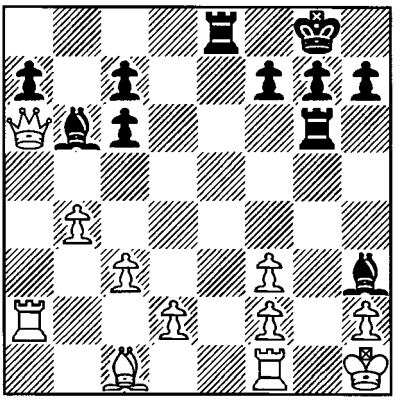

Diagram 20 (W)

20...Bg2+ 21 Kg1 Bxf3+ 22 Kf1 Bg2+

This wins for Morphy, but the origin of the name for the Concealed Mate is revealed after 22...Rg2! 23 Qd3 (there is nothing better) 23...Rxf2+ 24 Kg1 Rg2+ 25 Kh1 **(Diagram 21)**

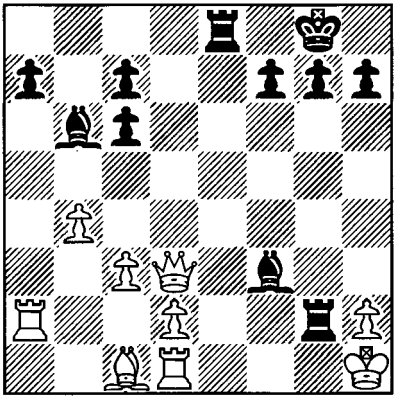

Diagram 21 (B)

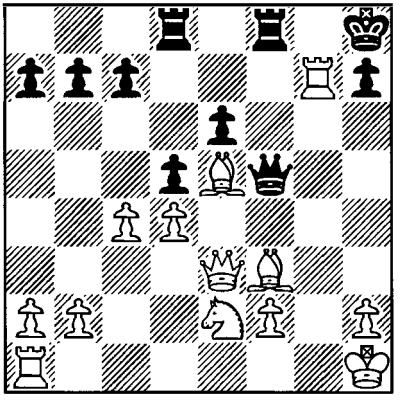

Diagram 22 (B)

25...Rg1 checkmate.

23 Kg1 Bh3+

This wins as well, but it passes up the chance of a forced checkmate by 23...Be4+! 24 Kf1 Bf5! (this surprising move is what Morphy overlooked) 25 Qe2 Bh3+ 26 Ke1

Rg1 checkmate.

24 Kh1 Bxf2

Threatening 25...Bg2 checkmate.

25 Qf1 Bxf1 26 Rxf1 Re2 27 Ra1 Rh6 28 d4 Be3 0-1

? DID YOU KNOW? Morphy's mansion in New Orleans still stands and is now a restaurant in George Street called Brennan's.

☐ **R.Hübner** ■ **Lok.Schmidt**

Hamburg (simul) 1978

White has just played 26 Be5, setting up our favourite checkmate to finish the game:

(Diagram 22) 26...Qxf3+ 27 Qxf3 Rxf3 28 Rg3+ 1-0

There are times when the checkmate needs a little twist to make it work:

☐ **E.Kahn** ■ **D.Ciornei**

Budapest 1997

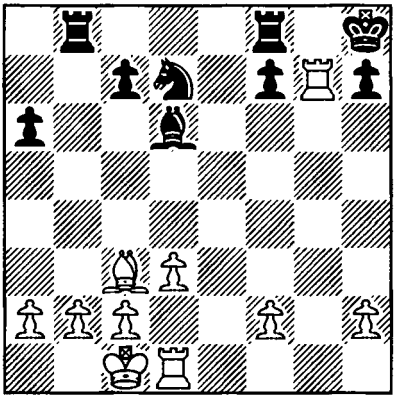

Diagram 23 (W)

In this position a standard discovered check, such as 19 Rg2+, is met simply by 19...f6; while 19 Rxf7+ also allows Black to resist further after 19...Ne5. Fortunately,

there is another solution available:

19 Rg8+! 1-0

Black resigned because the double-check forces 19...Kxg8, and then 20 Rg1+ Bg3 21 Rxg3 is checkmate.

This trick can help to win more games:

□ W.Spoelman ■ D.Stellwagen

Hoogeveen 2003

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1 e4 e6 2 d4 d5 3 Nc3 Nc6 4 Nf3 Nf6 5 Bg5 Be7 (Diagram 24)

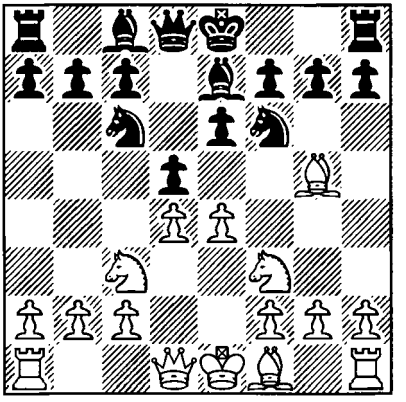

Diagram 24 (W)

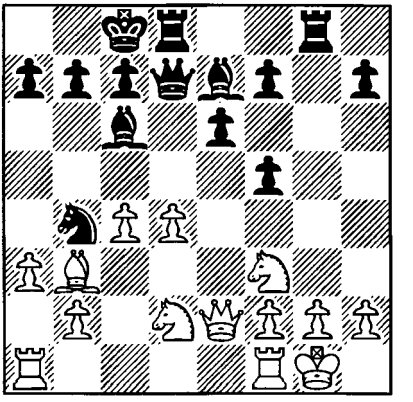

Diagram 25 (B)

6 Bd3

Here I would recommend that White try 6 Bxf6 Bxf6 7 Bb5 and if 7...0-0 8 Qd2, which is hardly mentioned in the reference works. (Only *ECO* gives a little sub-note: 8...dxe4 9 Nxe4 Bd7 "unclear".) Play might continue:

a) 8...a6 9 Bxc6 bxc6 10 0-0-0 (White signals his intention to start a kingside attack) 10...a5 11 Qe3 a4 12 h4 Bd7 13 g4 Be7 14 Ne5 Be8 15 Nd3 Ra5 16 f4 Qa8 17 g5 Bd7 18 h5 gave White fine attacking chances in R.Lau-M.Thesing, German League 1996.

b) 8...Na5 9 0-0 a6 10 Bd3 b6 11 Rfe1 Bb7 12 e5 Be7 13 Ne2! (the knight swings across to the kingside in preparation for an onslaught) 13...Nc4 14 Qc1 Rc8 15 Nf4 c5 16 Nh5 cxd4 17 b3 Na5 18 Qf4! Rc7 19 Nf6+! gxf6 (or if 19...Bxf6 20 exf6 g6 21 Re5! Nc6 22 Rh5! wins) 20 Qg4+ Kh8 21 exf6 Rg8 22 Qh4 1-0 E.Sutovsky-D.Jacimovic, Dresden 1998.

c) 8...dxe4 9 Nxe4 Bd7 10 0-0-0 a6 11 Bd3 e5 12 Nxf6+ Qxf6 13 dxe5 Nxe5 14 Nxe5 Qxe5 15 Bxh7+! Kxh7 16 Qxd7 Qg5+ 17 Kb1 Qxg2 18 Qxc7 Rad8 19 Qg3 with an extra pawn, P.Treffert-A.Stromer, German League 1988.

6...dxe4 7 Nxe4 Nb4!?

Stellwagen tries to fox his opponent by avoiding the drawish line 7...Nxe4 8 Bxe7 Nxf2 9 Bxd8 Nxd1 10 Bxc7 Nxb2 11 Be2 Na4 with equal chances, I.Nataf-N.Short, FIDE World Championship, New Delhi 2000.

8 0-0 Bd7 9 Bxf6

9 Ne5 is a possible improvement.

9...gxf6 10 Bc4 Bc6 11 Qe2 Qd7 12 Bb3 0-0-0

Black has done well to take advantage of White's meek play and create the right conditions for an attack.

13 c4 f5 14 Ned2 Rhg8 15 a3 (Diagram 25) 15...Qxd4!

It is always glorious to sacrifice a queen, and even better when White can't work out why it should not be taken! The point is that prior knowledge of traps such as Morphy's Concealed Mate makes it easier to come up with stunning combinations.

16 Nxd4

The position is quite bleak for White. For instance, if 16 axb4 Rxg2+! 17 Kh1 (or 17 Kxg2 Qg4+ 18 Kh1 Rxd2! and White can go home) 17...Rxh2+ 18 Kxh2 Qf4+ 19 Kh1 Qh4+ 20 Kg1 Rg8+ 21 Ng5 Qh1 is checkmate.

16...Rxg2+ 17 Kh1 (Diagram 26)

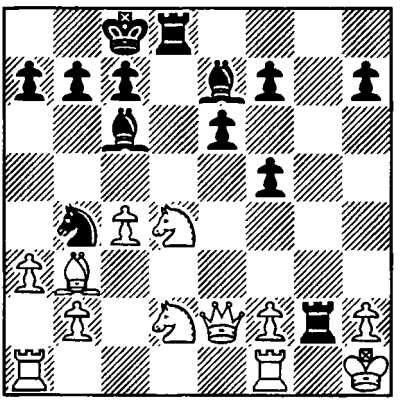

Diagram 26 (B)

17...Rg1+! 0-1

Of course 18 Kxg1 allows 18...Rg8+ and checkmate next move.

The Arabian Mate

This is the term given to a checkmate carried out by a rook and knight without assistance. In other words no other piece is required to cut off escape squares. The name is given because even in the Arabian form of chess, *shatranj*, played over a thousand years ago, such a checkmate with knight and rook was possible.

☐ **M.Martin Espinola** ■ **S.Krivoshey**
Las Palmas 2005

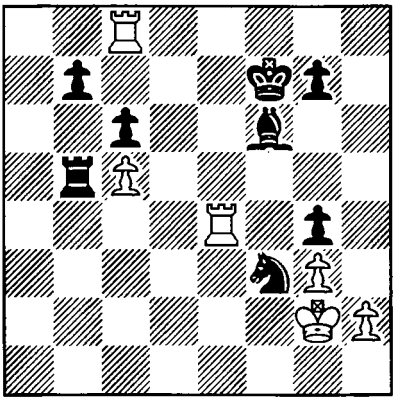

Diagram 27 (B)

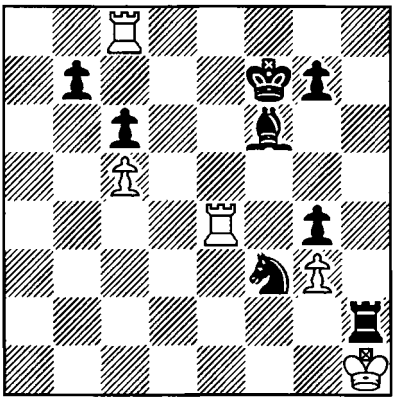

Diagram 28 (W)

37...Rb2+ 38 Kh1

Terminal, but 38 Kf1 also loses because of 38...Nd2+ forking the king and rook.

38...Rxh2 checkmate (Diagram 28)

Here's another example of how well the knight and rook can combine:

☐ **A.Nimzowitsch** ■ **A.Giese**
Riga 1913

(Diagram 29)

36 Qxh6+!! gxh6

Black cannot escape a forced win in view of 36...Kg8 37 Nf6+ Kf8 38 Qh8+ Kf7 39 Rxg7 checkmate.

37 Nf6+ Kh8 38 Rg8 checkmate

A pure Arabian Mate is not always possible, but knowing the might of a rook and knight certainly helps:

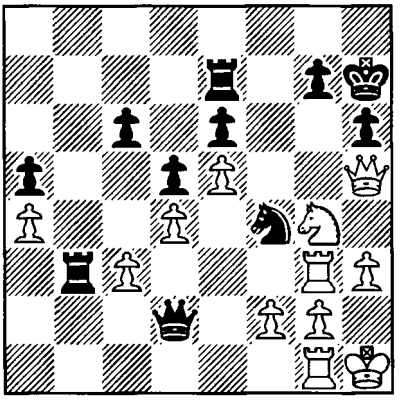

Diagram 29 (W)

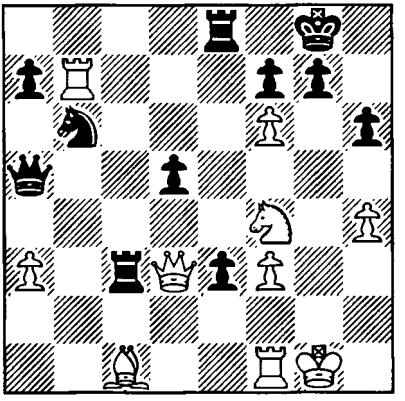

Diagram 30 (W)

□ **D.Bronstein** ■ **E.Geller**

USSR Championship, Moscow 1961

(Diagram 30) 20 Qg6!! 1-0

A powerful blow, and one of my favourite puzzles because it is always stunning to sacrifice the queen in pursuit of checkmate. Black resigned, since the only way to stop 21 Qxg7 checkmate is to play 20...fxg6 allowing 21 Rxg7+ Kh8 (or 21...Kf8) 22 Nxg6 checkmate.

? DID YOU KNOW? David Bronstein drew 12-12 in a World Championship match in 1951 against Mikhail Botvinnik, but lost on a tie-break system.

Philidor's Legacy

This is named after the great French player François-André Philidor (1726-95) and is a smothered checkmate. This is basically a checkmate given by a knight when the king is surrounded by his own pieces.

It might be named after Philidor but it had been known for some considerable time already. Here is an example given in a manuscript by Lucena dating from 1497:

Lucena analysis

1497

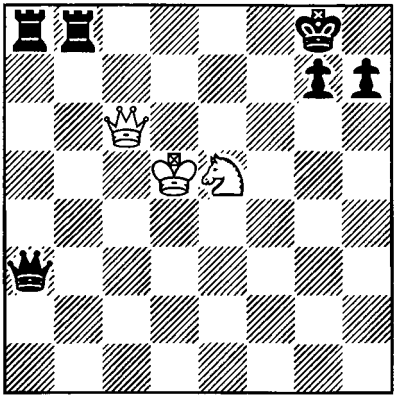

Diagram 31 (W)

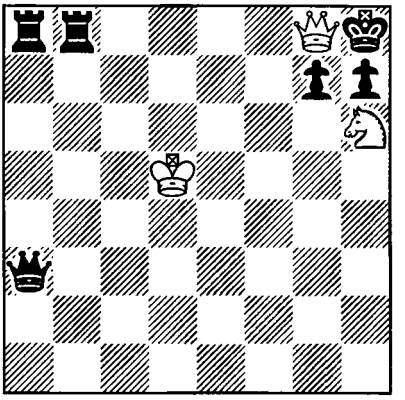

Diagram 32 (B)

(Diagram 31) 1 Qe6+ Kh8 2 Nf7+ Kg8 3 Nh6+ Kh8

If 3...Kf8 4 Qf7 is checkmate.

4 Qg8+! (Diagram 32) 4...Rxg8 5 Nf7 checkmate

The first time you see this checkmate it seems incredible, but it does occur surprisingly often. Here is another example:

□ **J.Walker** ■ **F.W.Smith**

Teignmouth 1981

(Diagram 33)

White is already on top, but knowing about Philidor's Legacy allows White to come with a pretty finish, and with the minimum of thought because he has seen it all before.

21 Qb3+ Kh8

21...Kf8 allows 22 Qf7 checkmate, while 21...Nd5 22 Nxd5 cxd5 23 Rxd5 also wins very quickly.

22 Nf7+ Kg8 23 Nh6+ Kh8 (Diagram 34)

Of course 23...Kf8 again results in 24 Qf7 checkmate.

24 Qg8+! Nxg8 25 Nf7 checkmate

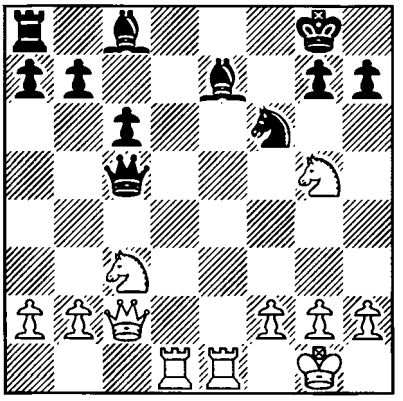

Diagram 33 (W)

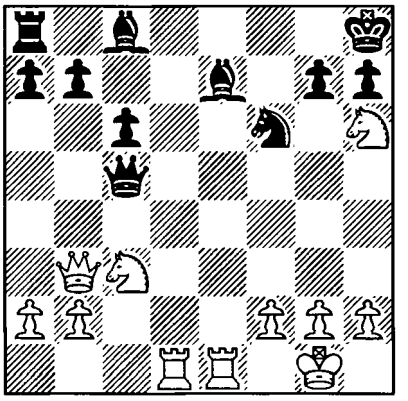

Diagram 34 (W)

Naturally this clever idea can also work wonders for Black:

□ **Ji.Berry** ■ **A.Baburin**
Stillwater 2002

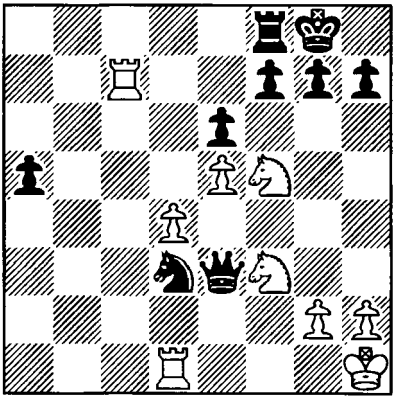

Diagram 35 (B)

(Diagram 35) 30...Nf2+ 31 Kg1 Nh3+ 32 Kh1
Or 32 Kf1 Qf2 checkmate.
32...Qg1+! 33 Rxg1 Nf2 checkmate

? DID YOU KNOW? Alex Baburin is editor of *Chess Today*, the most popular daily chess newsletter in the world.

The Thornton Castling Trap

This is an ingenious trap which occurs occasionally but is never forgotten. The name was suggested by acclaimed chess historian Edward Winter and it has stuck.

George Howard Thornton (1851-1920) was an American player, though little is known about him apart from a game published in the *Brooklyn Chess Chronicle* 1884. And here is the game that is the inspiration:

□ G.Thornton ■ Boultbee
USA 1884

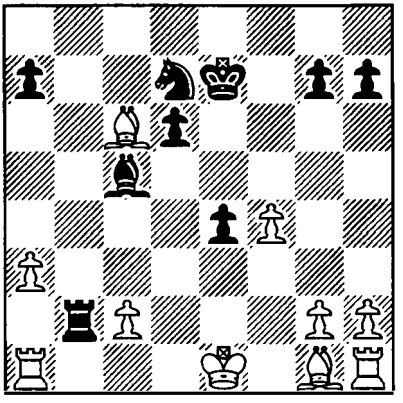

Diagram 36 (W)

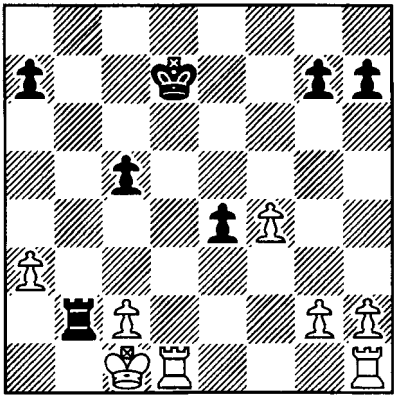

Diagram 37 (B)

(Diagram 36) 22 Bxd7 Kxd7 23 Bxc5 dxc5 24 0-0-0+ 1-0 (Diagram 37)

The Thornton Castling Trap is sprung: White has given check with his rook and simultaneously put his king in a position to capture on b2.

Strangely, this trap is often missed by players who don't seem even to think of the idea. If you are lucky to spot it in one of your own games, you'll have the double pleasure of winning and explaining the name of the trap to a bemused opponent.

Here are another couple of examples:

□ **Tuor** ■ **P.Hugentobler**
Slavaplana 1982

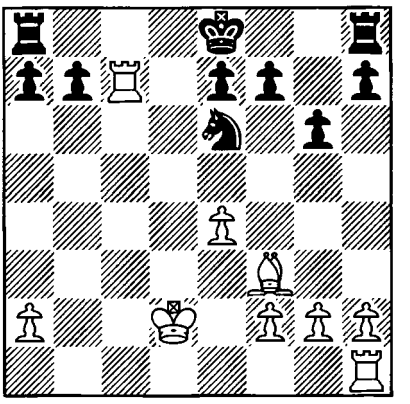

Diagram 38 (W)

(Diagram 38)
White could see no danger and gleefully played...

1 Rxb7?

...only to be stunned by...

1...0-0-0+!

After the white king moves out of the check, Black wins by taking the rook on b7 with his own king.

□ **Borbely** ■ **Kovacs**
Oradea 1948

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Qxd4 Nc6 5 Bb5 Bd7 6 Bxc6 bxc6 7 Nc3 Nf6 8 Bg5 Rb8 9 e5 dxe5 10 Nxe5 Rxb2? (Diagram 39)

Black thinks he has won a pawn but is unaware of the imminent danger.

11 Bxf6 gxf6 12 Nxd7 Qxd7?

Had Black noticed what was coming he might have tried 12...Rb7, although 13 Nxf6+ exf6 14 Qa4 still favours White.

13 Qxd7+ Kxd7 14 0-0-0+ 1-0 (Diagram 40)

Here is a slight twist on how to use the trap in a casual game. The winner is a former World Champion:

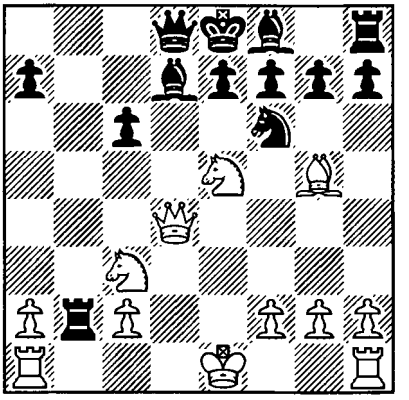

Diagram 39 (W)

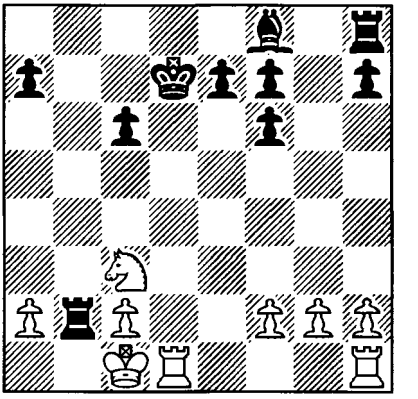

Diagram 40 (B)

□ M.Palmer ■ M.Euwe

Detroit 1949

---

1 e4 c5 2 Nf3 a6 3 d4 cxd4 4 Nxd4 Nf6 5 Bd3 e5 6 Nb3 Nc6 7 0-0 d5 8 exd5 Nxd5 9 Be4 Be6 10 Qf3 Qd7 11 Rd1 Bg4 12 Rxd5 Bxf3 13 Rxd7 Bxe4 (Diagram 41)

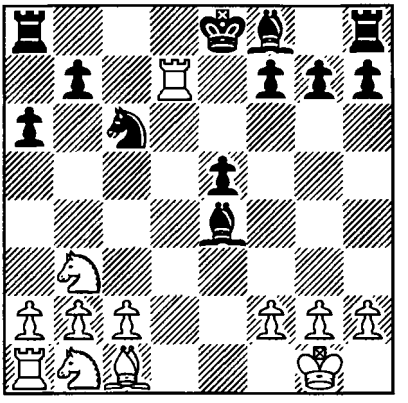

Diagram 41 (W)

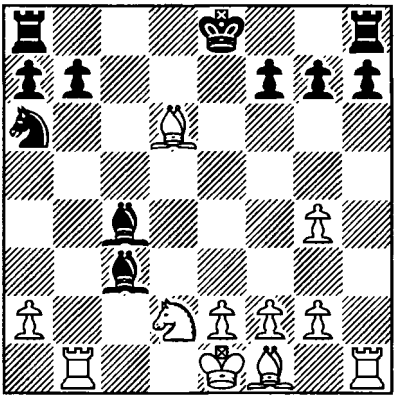

Diagram 42 (W)

14 Rxb7??

14 Rd2 is necessary.

14...0-0-0 0-1

In this case the trap works not because there is a check, but because Black is poised to play 15...Rd1 with a back rank checkmate.

Now you might be thinking it is all very well for a World Champion to play such a move, but there is no chance of it occurring in the real world. In which case you might be interested in knowing that the following game was played in a club match between Guisborough and Middlesbrough:

□ S.Marsh ■ F.N.Stephenson

Cleveland League 1987

---

1 d4 Nf6 2 c4 e5 3 dxe5 Ng4 4 Bf4 Bb4+ 5 Nd2 d6 6 exd6 Qf6 7 Bg3

Maybe 7 e3 should be preferred; for instance:

a) 7...Bxd6 8 Be2 Bxf4 9 Bxg4 Bxe3 10 Ne4! Qe7 11 Bxc8 0-0 12 fxe3 Qxe4 13 Bh3 and White won easily, A.Klimov-A.Sazhinov, Kemerovo 2007.

b) 7...Qxb2 8 Ngf3 cxd6 9 Rb1 Qa3 10 Rb3 Qa5 11 Be2 Nc6 12 a3 Bxd2+ 13 Nxd2 Nge5 14 0-0 0-0 15 Ne4 with a clear advantage, A.Chibukhchian-T.Mgeladze, Georgian Championship, Tbilisi 1997.

c) 7...Nxf2!? 8 Kxf2 g5 9 Ne4 Qxb2+ 10 Ne2! gxf4 11 Rb1 fxe3+ 12 Kxe3 Qa3+ 13 Rb3 Bc5+ 14 Kf3 Qa5 15 Qa1! f6 16 Nxc5 Qxc5 17 Re3+ Kd7 18 Qxf6 Qh5+ 19 g4 1-0 P.Prohaszka-G.Kende, Zalakarosi 2008.

7...Qxb2 8 Ngf3 Bf5 9 h3 Bc2 10 Qc1 Bc3 11 Qxb2 Bxb2 12 Nb3 cxd6 13 hxg4 Bxb3 14 Rb1 Bc3+ 15 Nd2 Bxc4 16 Bxd6 Na6 (Diagram 42) 17 Rxb7??

Instead 17 Rc1 Bxd2+ 18 Kxd2 Bxa2 is roughly equal.

17...0-0-0 0-1

White will lose a piece, prompting his resignation.

It is to his credit that the amiable Marsh revealed to me that he is quite happy to be on the wrong side of this brilliancy.

One more recent example:

□ C.Berczes ■ M.Madsen

Stockholm 2007

---

1 Nf3 d5 2 g3 c5 3 Bg2 Nc6 4 d4 cxd4 5 Nxd4 e5 6 Nxc6 bxc6 7 c4 Be6 8 Nc3 Nf6 9 Bg5 Rb8 10 cxd5 cxd5 11 Bxf6 gxf6 12 Bxd5 (Diagram 43)

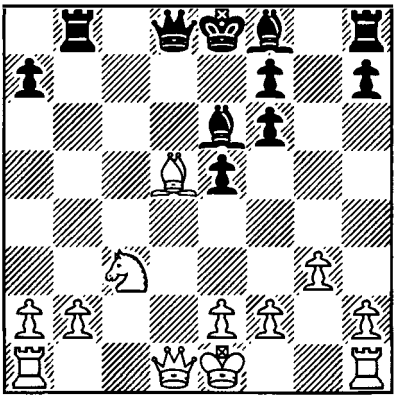

Diagram 43 (B)

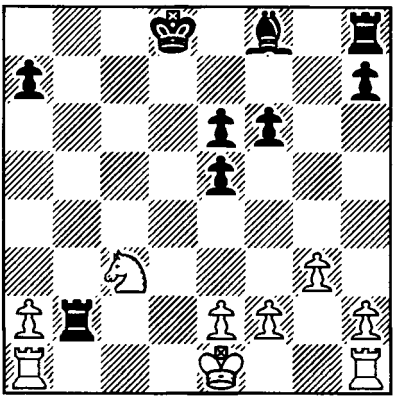

Diagram 44 (W)

12...Rxb2?

Black is blissfully unaware of the danger.

13 Bxe6 fxe6

Black cannot bail out with 13...Qxd1+ because 14 Nxd1 threatens the rook on b2 and so wins a piece.

14 Qxd8+ Kxd8 (Diagram 44) 15 0-0-0+! 1-0

Back Rank Checkmate

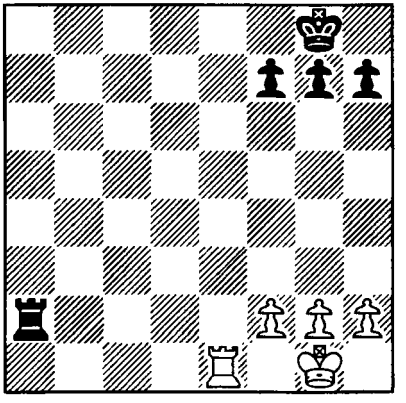

Diagram 45 (W)

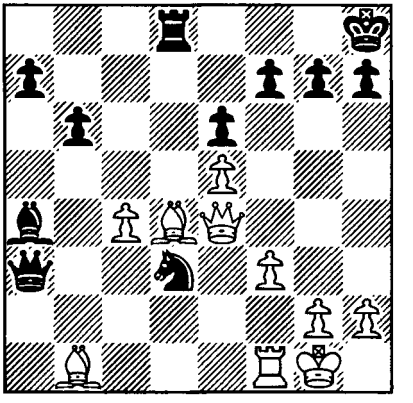

Diagram 46 (B)

This type of checkmate occurs very often, and the threat of it can force extra defensive measures which may lose material. Here is the basic win:

(Diagram 45) 1 Re8 checkmate

The back rank checkmate mostly occurs when someone has castled and the king is trapped behind his wall of pawns. For example:

□ **G.Lane** ■ **D.Savereide**

Lloyds Bank Open, London 1984

Diagram 46 (B)

31...Rxd4

Black is in trouble in any case, but now the possibility of a bank rank checkmate ends the game:

32 Qa8+ 1-0

Yes, simple, but you still have to be alert.

□ **M.Hacaperka** ■ **K.Svoboda**

Havlickuv Brod 2005

---

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Be7 6 Re1 b5 7 Bb3 0-0 8 c3 d5 (Diagram 47)

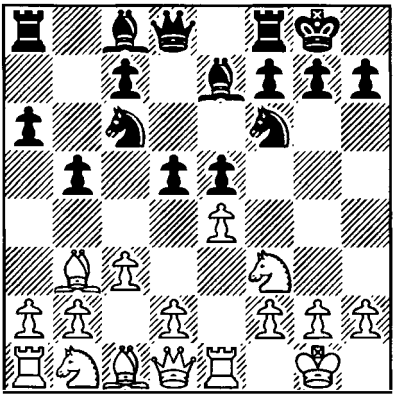

Diagram 47 (W)

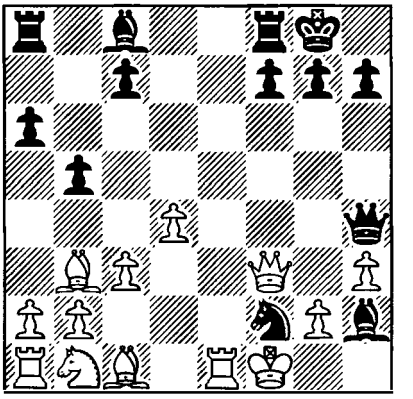

Diagram 48 (W)

The starting point of the Marshall Attack, in which Black sacrifices a pawn for an

attack. It is named after the American Frank Marshall who prepared it to play against the great José Raúl Capablanca. Unfortunately, Marshall lost the game at the 1918 New York tournament, but since then a huge amount of analysis has been concentrated on his variation, with no definite conclusion having yet been reached. At the moment the Armenian grandmaster Lev Aronian is acknowledged as the best player who employs it regularly.

9 exd5 Nxd5 10 Nxe5 Nxe5 11 Rxe5 Nf6

This is what Marshall played in the original game, though nowadays 11...c6 is considered the main line leading to great complications. One recent example: 12 d4 Bd6 13 Re1 Qh4 14 g3 Qh3 15 Re4 g5 16 Qf1 Qh5 17 Nd2 Bf5 18 f3 Nf6 19 Qg2 Qg6 20 Re3 Nd5 21 Re1 Rae8 22 Qf2 Nf4!! 23 gxf4 gxf4+ 24 Kh1 Rxe1+ 25 Qxe1 Kh8 26 Qg1 Qh5 27 Qf2 Rg8 28 Bd1 Bh3 29 Be2? Be7! 30 Bd3 Bh4 31 Qe2 Qg5 32 Qe5+ Qxe5 33 dxe5 Bf2 0-1 A.Shomoev-A.Grischuk, Russian Team Championship 2008.

12 d4 Bd6 13 Re1 Ng4 14 h3 Qh4 15 Qf3 Bh2+?!

Black goes astray with a faulty plan. Instead:

a) 15...Nxf2!? was Marshall's choice in the original game, which continued 16 Re2! Bg4 17 hxg4! Bh2+ 18 Kf1 Bg3 19 Rxf2 Qh1+ 20 Ke2 Bxf2 21 Bd2! Bh4 22 Qh3 Rae8+ 23 Kd3 Qf1+ 24 Kc2 Bf2 25 Qf3 Qg1 26 Bd5 c5 27 dxc5 Bxc5 28 b4 Bd6 29 a4 a5 30 axb5 axb4 31 Ra6 bxc3 32 Nxc3 Bb4 33 b6 Bxc3 34 Bxc3 h6 35 b7 Re3 36 Bxf7+! 1-0.

b) 15...h5!? is reckoned to be the best chance, particularly as it isn't very well known; for example, 16 Re2 Bh2+ 17 Kh1 Rb8 18 Bxf7+ Kh8 19 Qd5 Be5 20 Nd2? Bb7 21 Nf3 Qxf2! 22 Rxf2 Nxf2+ 23 Kg1 Bxd5 24 Nxe5 Bxf7 25 Kxf2 Be6+ 26 Ke2 Kh7 turned out well for Black in J.Smeets-L.Perdomo, World Junior Championships, Kochi 2004.

16 Kf1 Nxf2? (Diagram 48)

Black is so busy attacking he has forgotten to see if White can do anything.

17 Qxf7+! 1-0

Black resigned in view of 17...Rxf7 18 Re8 checkmate.

This might look a fantastic trick, but once you know about this sort of back rank checkmate it is easier to find:

□ **O.Korneev ■ J.Arizmendi Martinez**

Albacete 2001

(Diagram 49)

29 Qxf7+! 1-0

There are no prizes for spotting the star move, as it should be clear that knowledge of such brilliant ideas makes it easier to find them at the board.

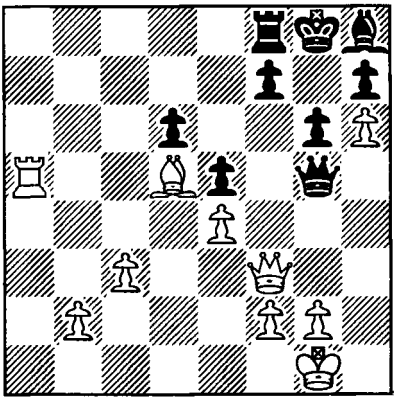

Diagram 49 (W)

The Greatest Game Never Played

There is one game that had a real impact on me when I was starting out at chess, because it demonstrated a brilliant attacking idea based around back rank checkmate.

□ E.Adams ■ C.Torre Repetto
New Orleans 1920

1 e4 e5 2 Nf3 d6 3 d4 exd4 4 Qxd4 Nc6 5 Bb5 Bd7 6 Bxc6 Bxc6 7 Nc3 Nf6 8 0-0 Be7 9 Nd5 Bxd5 10 exd5 0-0 11 Bg5 c6 12 c4 cxd5

Instead, 12...Nxd5 13 cxd5 Bxg5 14 Nxg5 Qxg5 15 dxc6 bxc6 16 Qxd6 Qb5 would be equal.

13 cxd5 Re8 14 Rfe1 a5 15 Re2 Rc8? (Diagram 50)

And here 15...h6 is an improvement.

16 Rae1

White is now threatening 16 Bxf6, when Black would be obliged to play 16...gxf6 severely weakening his king.

16...Qd7

The queen gets out of the way so that he can safely take back on f6 with the bishop.

It is too late for 16...h6? as White has all the fun after 17 Bxf6! gxf6 (if 17...Bxf6 18 Rxe8+ Qxe8 19 Rxe8+ Rxe8 20 Qb6 wins) 18 Qg4+ Kh7 19 Qh5 Kg7 20 Re4 threat-

ening Rg4+ and winning comfortably.

17 Bxf6 Bxf6 18 Qg4!

The queen cannot be taken in view of 19 Rxe8+ Rex8 20 Rxe8 checkmate.

18...Qb5 19 Qc4!! (Diagram 51)

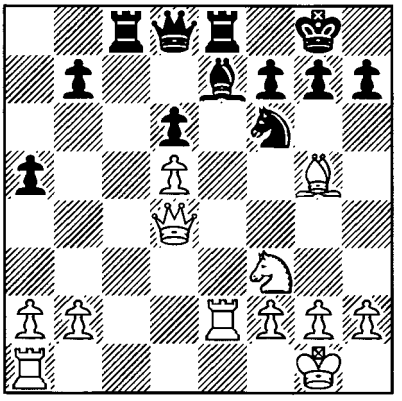

Diagram 50 (W)

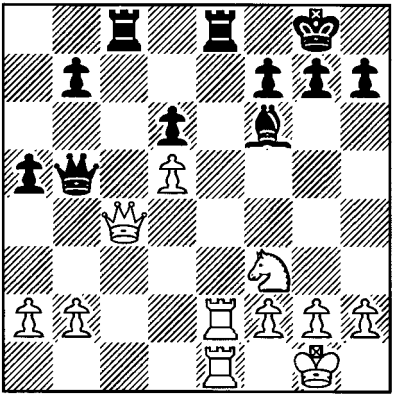

Diagram 51 (B)

An astonishing move because the queen can now be taken by two pieces, but each time it allows a back rank checkmate.

19...Qd7 20 Qc7!! Qb5

If 20...Qd8 21 Qxc8 Rxe2 22 Qxd8+ Bxd8 23 Rxe2 wins.

21 a4!

21 Qxb7? looks pretty but fails drastically to 21...Qxe2! 22 Rxe2 Rc1+ 23 Ne1 Rxe1+ 24 Rxe1 Rxe1 and Black gives the back rank checkmate.

21...Qxa4 22 Re4! Qb5

If 22...Qxe4 23 Rxe4 and Black cannot take either the queen or the rook as checkmate would follow.

23 Qxb7! 1-0 (Diagram 52)

Black resigns as his queen has run out of safe squares to guard against the threat of back rank checkmate.

The history of this game is a little odd because Torre was Mexico's first grandmaster and renowned as a brilliant player. So how was it possible for him to lose to Edwin Adams, who was of a low standard and, more importantly, his sponsor? The game was not published until 1925 when it appeared in the *American Chess*

Bulletin, and was then repeated in chess columns around the world.

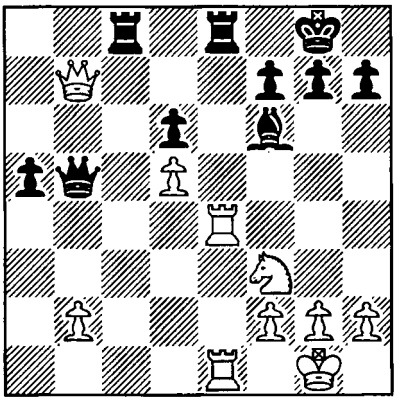

Diagram 52 (B)

So the question has to be: was it made up or actually played? The chess historian Edward Winter investigated the matter and came up with much new information. I tended to take notice of the line quoting *The Life and Games of Carlos Torre* by G.Velasco:

"The author once casually queried Torre on it. After 57 years he could not quite recall the details, but what he said implied that from his viewpoint it really didn't matter if it had been a skittles game or post-mortem analysis, so long as the combination was extremely original and beautiful. Torre's friends, the late Alejandro Báez, and Pedro Busto Undiano, still living in Mexico City at this writing, knew him well when his memory was more reliable. Both of them assured this writer that the game in fact was never played; rather the whole idea had occurred to Torre after analyzing a skittles game."

Well, it might have been put together, but it is still a brilliant chess lesson!

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